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Thomas Stothard Del.

MIRA. Sweet Lord you play me false

PER. No my dear love

I would not for the world.

Vintage

London Published by Baldwin, Cradock & Co. Nov. 1819.

CHESS

RENDERED FAMILIAR BY

TABULAR DEMONSTRATIONS

OF

THE VARIOUS POSITIONS AND MOVEMENTS,

AS DESCRIBED BY

47636

Philidor.

WITH

002 - 22 - 5

MANY OTHER CRITICAL SITUATIONS AND MOVES,

AND

A CONCISE INTRODUCTION TO

The Game,

By J. G. POHLMAN.

With a Frontispiece.

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" Segnius irritant animos demissa per aurem,
" Quam quæ sunt oculis subjecta fidelibus."

Horace.

LONDON:

PRINTED FOR BALDWIN, CRADOCK, AND JOY,
PATERNOSTER-ROW.

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47636

PREFACE.

PHILIDOR AND CHESS, the Master and the Game, are destined to be coeval; and if the combination of precept and practice constitute perfection of character, surely the universally acknowledged celebrity of Mr. Philidor, both as a composer of the best Treatise that ever was written on this most scientific of Games, and as the best Player of it, justly entitles him to this pre-eminence.

As to his superior judgment in play, it is well known that he was throughout invincible, and that on three occasions, on each of which he defended himself against three distinguished Players, giving them the move, as also a Pawn to some of them, without seeing the Boards; and having to encounter their alternate attacks, he overcame (with the exception of one individual, who succeeded in obtaining a Drawn-game) every stratagem of his opponents, and terminated their pretensions to competition. Had this masterly Professor lost all these Games, under such evident disadvantage, his reputation would not have been forfeited. But it was, by so brilliant an exploit, under such circumstances, most thoroughly established; and the victor left in

quiet possession of his well-earned, and no longer disputed fame.

His no less superior judgment in analyzing the Game, thousands of copies of his well-known Treatise on it, translated into various languages, abundantly attest, and will, doubtless, remain a standard of the Game, and proud monument of the renown of its unrivalled Master.

The perusal and the commendation of his Treatise will ever be found inseparable by every lover of Chess. The merit of the work is not an appendage to particular parts of it, but pervades the whole intrinsically and systematically. So that any intelligent student may undoubtedly collect from it all that is necessary to a perfect knowledge of the Game, as far as instruction of this sort, continually borne in mind can effect. But who is equal to this? Who has leisure or patience, thus to learn the Game, or recollection to apply his learning *thus acquired*, as occasion or the events of the Game may require? *Hic labor, hoc opus est!*

But these objections to this elaborate mode of obtaining a competent knowledge of Chess, will be found considerably obviated by the plan now presented to the Public, that is, by bringing into view, exhibited in Tabular Demonstrations, or progressive representations of the Game, the instructions of

Philidor himself. Thus, that which the learner would have to find, or to make out, from those instructions, at the expense of much time, pains, and perhaps an aching head, is already done to his eye, it may be said, to his hand. Nay, even amongst those who have obtained their knowledge of the Game by such expensive means; that is, who have taken the pains of playing from the Book, with the best attention, perhaps there is not one individual who has not some reason to regret the sacrifice he has made; for as ingenious moves and critical situations are in continual succession, and gradually disappear, so is the recollection of them but faint and transitory. It thus happens that many a student, finding he has spent much time without any real acquisition, and that all the fine examples have vanished, or cannot be re-produced but by endless placing and displacing of the Men, becomes in the end perplexed, wearied out, and indifferent to the Game.

With these impressions, and aware of the striking advantages to be derived from his plan, particularly in saving time and labour, and in facilitating reference, the Editor is induced to publish this *Exhibition* of Philidor's Games, showing the progress of the Game at every move; fully convinced that every individual in possession of that great Master's Treatise, or aiming at proficiency, will consider *this exemplification* of his instructions as an important

acquisition, and at the same time as the best tribute ever paid to that astonishing genius.

For the greater convenience and facility of those persons who have little or no previous knowledge of Chess, the first Game is illustrated by representations immediately after every *single* move.

Mr. Philidor's Notes and Critical Remarks on particular moves, are necessarily collected together at the end of the Tabular Demonstrations.

With the view of rendering this Collection thoroughly complete, the Editor has annexed a number of additional ingenious Situations and Moves from *Stamma*.

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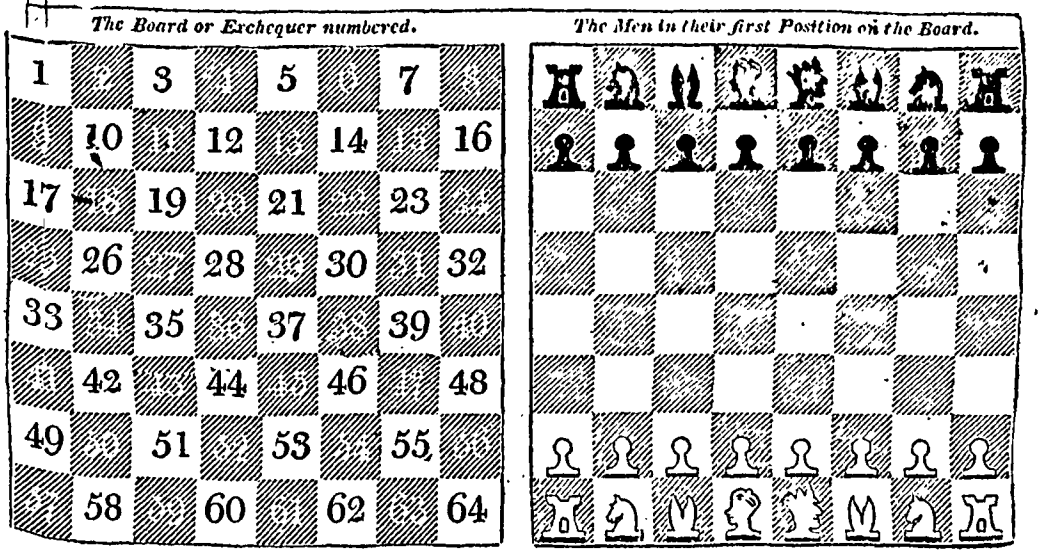
CHESS.

INTRODUCTION.



THE Game of Chess is played by two persons, on a square board, divided into 64 smaller squares, alternately chequered black and white, with 32 pieces of different forms, denominations, and powers, also divided into different colours; 16 being usually white, and 16 red or black. The 16 pieces allotted to each Player, consist of a King, Queen, two Bishops, two Knights, two Castles, and eight Pawns, which are to be placed as in the above representation previously to commencing a game. Thus, with reference to the Board numbered,

it will be seen that the white King must be placed upon the fourth, a black Square (61), on the first or nearest rank from that corner of the Board which is to the right of the Player to whom he belongs;—the black or red King upon the fifth (5), a white Square on the opposite side. The white Queen must be upon the fifth (60), a white Square on the left of her King. The black Queen upon the fourth (4), a black Square on the right of her King. The Bishops must be placed on each side of their King and Queen, 59 and 62, for the white; 3 and 6 for the black. The Knights on each side of the Bishops, the white on 58 and 63; the black on 2 and 7. The Castles, or (as they are less significantly called) Rooks, in the two corners of the Board next to the Knights, 57 and 64, of the white; 1 and 8 of the black: and the eight Pawns are placed upon the eight Squares of the second line or rank, the white on 49 to 56; and the black on 9 to 16, inclusive.

The Pieces and Pawns, on the side of each King, take their names from him, as those on the side of the Queen do from her, and are called the black or white King's Bishop (6 and 62); the King's Knights (7 and 63); the King's Castles (8 and 64); the King's Pawns (13 and 53); the King's Knights' Pawns (15 and 55); the King's Castles' Pawns (16 and 56); the black or white Queen's Bishops (3 and 59); the Queen's Knights (2 and 58); the Queen's Castles (1 and 57); the Queen's Pawns (12 and 52); the Queen's Bishops' Pawns (11 and 51); the Queen's Knights' Pawns (10 and 50); and the Queen's Castles Pawns (9 and 49). The Squares are named from the Pieces, viz.:—where the King stands is called the King's Square; where his Pawn stands, is called the second Square of the King; that before the Pawn is

called the third Square of the King; that beyond it is called the fourth Square of the King. The Square beyond, might also be termed his fifth Square, as in directing any particular move, it will be more simple to say, the white King to his fifth Square, than to say, the white King to black King's fourth Square. This explanation applies equally to the Queen and other pieces.

The Pawns move one Square at a time, in a straight line forward, and capture the enemy angularly. A Pawn may be moved two Squares the first move, but never backwards, and is prohibited from quitting his own file, except in making a capture, when he is moved into the place of the captive, and afterwards advances forward in that file. If a white Pawn is placed on 37, and a black on 28, either of them could take the other; but suppose the white Pawn to be on 37, a black Castle on 29, a black Bishop on 28, and a black Knight on 30, the Pawn then could not take the Castle, but might (it being his turn to play) take either the Bishop or Knight.

When a Pawn has arrived upon a Square of the adversary's first rank, he is entitled to promotion, or to be changed for any one of the pieces lost in the course of the Game, and the piece chosen must be placed upon the Square at which the Pawn had arrived.

The Knights move obliquely forward or backward, upon every third Square, including that which they stood on, from black to white, and from white to black, over the heads of the men, or pieces, being a manner peculiar to themselves. As, from 36, a Knight may move either to 19, 21, 26, 30, 42, 46, 51, or 53, passing over any pieces on 28, 35, 37, or 44; and a Knight seated on 37, can be moved either to 20, 22, 27, 31, 43, 47, 52,

or 54, passing over any pieces placed on 29, 36, 38, or 45. A Knight, whose turn it was to play, seated on 36, might capture any of the adversary's pieces (the King excepted), stationed on 19, 21, &c.

The Bishops move only angularly, forward or backward, in the same colour (white or black) as each are at first placed, but can take at any distance when the road is open. As, from 36, the Bishop may be moved to 8, 9, 57, or 63; and from 37, to 1, 16, 58, or 64, or any of the intervening Squares not occupied by the adversary's pieces. A Bishop on 36, might, in the same manner, capture any one of his enemies stationed on 8, 9, &c.

The Castles move in a right line, either forwards, backwards, or sideway, through the whole file, can stop at any Square, and take at any distance, when no piece interveries. A Castle, placed on 37, may be moved to 5, 33, 40, 61, or any intermediate Square.

The Queen possesses the moves and powers of the Castle and Bishop, in a straight line, and also angularly. The Queen may be moved from 37, to 1, 5, 16, 33, 40, 58, 61, 64, or any intermediate Squares in those directions, and like the Castle or Bishop, may take at any distance.

The Kings move every way, but only one Square at a time (except in castling), and must always be at least one Square distant from each other. Suppose the King placed on 37, he may be moved from thence to 28, 29, 30, 36, 38, 44, 45, or 46. The King may leap once in the Game either on his own side, or on that of his Queen, viz., the Castle is moved to the Square next to the King, and the King is moved to the Square on the other side immediately next to the Castle, which is technically called Castling, provided no piece is between him and

the Castle; nor after this Castle has been played, nor after the King has been moved, nor when the King is in Check, nor when the Square over which he means to leap is viewed by an adverse piece, who would check him in the passage.

The black King castles on his own side, by moving from 5 to 7, and placing the Castle 8 on 6: on his Queen's side, by moving to 3, and placing the Castle on 4. The white King castles on his own side by moving from 61 to 63, and placing the Castle 64 on Square 62: on his Queen's side, by moving to 59, and placing the Castle 57 on 60. A King might capture any of his adversaries near him, if they are unsupported.

Pieces in a few particular situations are obliged to take, which is always effected by placing the captor on the Square of the captured, but in almost all cases it becomes optional. If the white King is on 60, and a black Knight on 46, the Queen can take the Knight, which is then to be moved off the Board, and the Queen placed on 46; but if the Knight is on 45, then the Queen cannot take him, though he can take the Queen, who then must be removed, and the Knight placed on 60; or, suppose a white Castle on 61, and a black Bishop on 13, the Castle can take the Bishop, and afterwards is to be placed on 13. If the Bishop had happened to be on 40, he might have taken, but the Castle, in this situation, could not have taken the Bishop.

When the adversary's King is in a situation to be taken by you, you must say, 'Check to the King;' by which, you warn him to defend himself, either by changing his place, or by covering himself with one of his own men, or by taking the man or piece who assaults him; if he can do none of these things, he is *check-mated*,

and he loses the Game. The King cannot change his Square, if he, by so doing, goes into check; and when he has no man to play, and yet is so blocked up that he cannot move without going into check, and there being no other piece in a situation to move, this position is called a Stale-Mate, and the Game is pronounced to be drawn, unless it be previously agreed upon that the party succeeding in obtaining a Stale-Mate shall be deemed to have won the Game. Suppose the black King to be placed on 33, with Pawns on 30 and 39; the white King on 44, a white Bishop on 34, with Pawns on 38 and 47; if the white King is moved on 35, black King obtains a Stale-Mate, because the black King cannot be moved to 25 or 41, on account of the white Bishop; nor to 26, 34, or 42, on account of the white King, as it is requisite that the Kings should always be, at least, at one Square distant; neither can the black Pawns be moved, their progress being stopped by the white.

It is not unusual, though not strictly requisite, for Chess-Players, as a matter of courtesy, to give notice when the Queen is in danger of being taken, by saying, 'Check to the Queen.'

The Board is technically called the Exchequer; the Squares are styled (though not commonly) Houses, the ranges of which Squares or Houses, in a straight line, from left to right, are denominated ranks (1 to 8, 9 to 16, and finally, 57 to 64), and perpendicularly, from one player to the other, are Files (1 to 57, 2 to 58, &c.), and the ranges sloping, are called Diagonals, as from 8 to 57.

The relative value of the Pieces and Pawns is estimated as follows:—The King $6\frac{1}{2}$; Queen $23\frac{3}{4}$; Castle 15; Bishop $9\frac{3}{4}$; Knight $9\frac{1}{4}$; Pawn 2.

The power of the King for attack or defence is as

above stated, though, from the principle of the Game, he is invaluable; the power of the Pawn is as 2, but from its chance of promotion, the real value is calculated at $3\frac{3}{4}$.

Examples of various Check-Mates.

1. Queen's-Mate; white King 27, Queen 26; black King 25. Or, white King 22, Queen 15; and black King 8.

2. Bishop's-Mate; white King 24, Bishops 21 and 22; black King 8.

3. Knight's-Mate; white King 26, Knight 19; black King 9, Bishop 1, Knight 10.

4. Castle's-Mate; white King 27, Castle 41; black King 25.

5. Pawn's-Mate; white King 14; Pawn 15; black King 8, Pawn 16.

6. Mate by Discovery; white King 11, Castle 57, Bishop 49; black King 9.—Moving the Bishop, gives Check-Mate by Discovery.

7. Smothered-Mate; white King 61, Knight 14; Black King 8, Castle 7, Pawns 15 and 16.

8. Stale-Mate; white King 21, Pawn 13; black King 5. Or, white King 18, Queen 19; black King 2.

9. Mate in the middle of the Board; white King 61, Queen 37, Pawn 44; black King 29, Queen 22, Pawn 20.

10. Fool's-Mate; all the Men in their first position,

White	King's Knight's Pawn . . .	from 55	to 39
Black	King's Pawn	13	21
White	King's Bishop's Pawn	54	46
Black	Queen gives Check-Mate	4	40

11. Scholar's Mate; the Men in their first position,

White	King's Pawn	from 53	to 37
Black	King's Pawn	13	29
White	Bishop	62	35

Black	Bishop	from 6	to 27
White	Queen	60	32
Black	Queen's Pawn	12	20
White	Queen gives Check-Mate . . .	32	14

12. Speedy Check-Mate; the Men in first position.

White	King's Pawn	from 53	to 37
Black	King's Pawn	13	29
White	Queen's Pawn	52	44
Black	King's Knight's Pawn . . .	15	23
White	Knight	63	46
Black	King's Bishop's Pawn	14	30
White	Pawn takes Pawn	37	30
Black	Pawn takes Pawn	23	30
White	Knight takes Pawn	46	29
Black	Pawn	12	20
White	Queen gives Check	60	32
Black	King	5	13
White	Queen gives Check-Mate . . .	32	14

13. Difficult Check-Mates are, a Knight and Bishop, or two Bishops against a King, a Castle and Bishop against a Castle, and a Queen against a Bishop and Knight.

Rules for Playing the Game of Chess.

1. Move your Pawns before your Pieces, and afterwards bring out the Pieces to support them; therefore, the Kings', Queens', and Bishops' Pawns should be the first played, in order to open the Game well.

2. Do not, therefore, play out any of your Pieces early in the Game, because you thereby lose moves, in case your Adversary can, by playing a Pawn, make them retire, and also opens his Game at the same time; especially avoid playing your Queen out, till your Game is tolerably well opened.

3. Avoid giving useless Checks, and never give any, unless to gain some advantage, because you may lose

the move, if the Adversary can either take or drive your Piece away.

4. Never crowd your Game by having too many Pieces together, so as to prevent advancing or retreating your Men as occasion may require.

5. If your Game happens to be crowded, endeavour to free it, by exchanges of Pieces or Pawns, and castle your King as soon as convenient; afterwards, bring out your Pieces, and attack the Adversary when weakest.

6. When the Adversary plays out his Pieces before his Pawns, attack them as soon as you can with your Pawns, by which you may crowd his Game, and make him lose moves.

7. Never attack the Adversary's King without a sufficient force, and if he attacks your's, and you cannot retaliate, offer exchange; and should he retire, when you present a piece to exchange, he may lose a move. It also may sometimes be expedient to act in this manner, in case of other attacks.

8. Play your Men in guard of one another, so that if any be taken, the enemy may also be captured by that which guarded yours; and endeavour to have as many guards to your Piece, as your adversary advances Pieces upon it, and, if possible, let them be of less value than those he assails with. When you cannot well support your Piece, see if by attacking one of his that is better, or as good, you may not thereby save your's.

9. Never attack but when well prepared, for thereby you open your Adversary's Game, and prepare him to pour in a strong attack upon you as soon as your weak attack is over.

10. Never play till you have examined whether you are free from danger by your Adversary's last move, nor offer to attack him till you have considered what harm he would be able to do you by his next moves in consequence of your's.

11. When your attack is in a prosperous way, never be diverted from it by taking any piece, or other seeming advantage your Adversary may throw in your way, with the intent, by your taking the bait, he might gain a move which would make your design miscarry.

12. When, in pursuing a well laid attack, you find it necessary to force your Adversary's defence with the loss of some Pieces, if, upon counting as many moves forward as you can, you perceive a prospect of success, sacrifice a Piece or two to gain your end: these bold attempts make the finest Games.

13. Never let your Queen stand so before the King, as that your Adversary, by bringing forwards a Castle or a Bishop, might check your King, if she was not there, for you could hardly save her, or perhaps, at best, must sacrifice her for an inferior Piece. For example, place the white King on 61, the Queen on 53; the black King on 4, and the Castle on 16, which last, if moved on 13, must be taken by the white Queen, who, in

return, would be taken by the black King, because the white Queen could not otherwise be moved, without putting the King on check to the black Castle.

14. Let not your Adversary's Knight fork your King and Queen, or King and Castle, or Queen and Castle, or your two Castles at the same time; for in the two first cases, the King being forced to go out of check, the Queen or Castle must be lost, and in the two last a Castle must be lost, at best, for a worst Piece. Place the white Queen on 5, the Castle on 7, and a black Knight on 37. The Knight, if moved to 22, will fork both the Queen and Castle, and, consequently, one of them must be lost for the Knight.

15. Take care that no guarded Pawn of your Adversary's fork two of your Pieces: Knights and Castles are particularly liable to this mode of attack; also guard against a Check by Discovery, and a Stale-Mate.

16. When the Kings have castled on different sides of the Board, attack with the Pawns you have on that side when the Adversary has castled, advancing the Pieces, especially the Queen and Castles, to support them; and if the Adversary's King has three Pawns on a line in front, he should not stir them till forced to it.

17. Endeavour to have a move in ambuscade, that is, place the Queen, Bishop, or Castle, behind a Pawn or a Piece, in such a manner, as by playing that Pawn or Piece, you discover check upon your Adversary's King, and, consequently, may get a Piece, or some other

advantage by it. Suppose the black King on 6, a white Bishop on 41, and a Pawn on 34; by moving the Pawn to 26, check, by the white Bishop, is discovered upon the black King.

18. Never guard an inferior Piece with a better, if you can do it with a Pawn, because that better Piece may in such a case be, as it were, out of play.

19. A Pawn pushed on, and well supported, often costs the Adversary a Piece; but one separated from the others is seldom of any value. And whenever you have gained a Pawn, or other advantage, and are not in danger of losing the move thereby, make as frequent exchanges as you can.

20. If each Player has three Pawns remaining on the Board, and no Piece, and you have a Pawn on one side of the Board, and the other two on the other side, and your Adversary's three are opposite to your two, march with your King to take his Pawns; and if he moves to support them, go on to Queen with your single Pawn; and if he attempts to hinder it, take his Pawns, and push yours to the Queen, that is, to move a Pawn into the Adversary's first rank, in order to make a Queen, when the original is lost.

21. At the latter end of a Game, each Party having only three or four Pawns on different sides of the Board, the Kings are to endeavour to gain the move, in order to win the Game. For example: the white King placed on 54, and the black King on 37, white would gain the move by playing to 53, or black to 38; and, in both

cases, the adverse King would be prevented from advancing.

22. When the Adversary has no more than his King and one Pawn on the Board, and you a King only, you can never lose that Game, if you bring and keep your King opposite to your Adversary's, when he is immediately either before, or on one side of his Pawn, and only one Square between the Kings. This must then be either a drawn Game, or, if the Opponent persists in his endeavours to win, he will lose by a Stale-Mate, by drawing you upon the last Square, supposing it be agreed upon that a Stale-Mate is to be reckoned as a Game won.

23. When your Adversary has one Pawn on the Castle's File, with a King and Bishop against a King only, and his Bishop is not of the colour that commands the corner Square his Pawn is going to, if you can get your King into that corner, you cannot lose that Game.

24. When you have only your Queen left in play, and your King happens to be in the position of Stale-Mate, keep giving check to your Adversary's King, always taking care to check him when he cannot interpose any of his Pieces that make the Stale, so doing, you will at length force him to take your Queen, and then you will win or draw the Game, by being in Stale-Mate.

25. Never cover a check with a Piece that a Pawn pushed upon it may take, for fear of only getting that Pawn for it. Place a black Castle on 7, and a Pawn on

40, the white King being on 63, and a Knight on 61, the white King on being on check to the Castle, if the check is covered by moving the white Knight to 55, the black Pawn could then be moved to 48, and take the Knight.

26. Do not crowd your Adversary's King with your Pieces, lest you inadvertently give a Stale-Mate.

27. Do not be too much afraid of losing a Castle for an inferior Piece; although a Castle is better than any other, except the Queen, it seldom comes into play, so as to co-operate, until the end of the Game; and it is generally better to have a worse Piece in play than a worse out.

28. When you have moved a Piece which your Adversary drives away with a Pawn, that is a bad move, your enemy gaining a double advantage. At this nice Game, no move can be indifferent. Though the first move may not be much between equally skilful Players, the loss of one or two moves, after the first, makes the Game almost irretrievable; but if you can recover the move, or the attack, you are in a fair way of winning.

29. If ever your Game is such, that you have scarce any thing to play, you have either brought out your Pieces wrong, or, which is worse, not at all; for if you have brought them out right, you must have variety enough.

30. Do not be much afraid of doubling a Pawn; two in a direct line are not disadvantageous, when surrounded by two or three others. Three together are strong; as

three white Pawns on 28, 35, and 37; but four, as 44 in addition, that make a Square, with the help of other Pieces, well managed, form an invincible strength, and probably may produce you a Queen; on the contrary, two Pawns, with an interval between, as on 35 and 37, are no better than one; and if you should have three over each other, in a line, as 26, 34, and 42, your Game cannot be in a worse situation.

31. When a Piece is so attacked, that it is difficult to save it, give it up, and endeavour to annoy your enemy in another place; for it often happens that whilst your adversary is pursuing a Piece, you either get a Pawn or two, or such a situation as ends in his defeat.

32. Supposing your Queen and another Piece are attacked at the same time, and by removing your Queen you must lose the Piece, if you can get two Pieces in exchange for her, rather do that than retire, for the difference is more than the worth of a Queen; besides, you preserve your situation, which often is better than a Piece; when the attack and defence are thoroughly formed, if he who plays first is obliged to retire by the person who defends, that generally ends in the loss of the Game on the side of him who attacks.

33. Do not aim at exchanges without some design; a good Player will take advantage of it, to spoil your situation, and mend his own; but when you are strongest, especially by a Piece, and have not an immediate Check-Mate in view, then every time you exchange, your advantage increases. Again, when you have played a Piece, and your Adversary opposes one to you, exchange

directly, for he wants to remove you: prevent him, and do not lose the move.

34. Every now and then examine your Game, and take your measures accordingly.

35. At the latter end of the Game, especially when both Queens are off the Board, the Kings are capital Pieces, do not let yours be idle; it is by his means generally, you must get the move and the victory.

36. As the Queens, Castles, and Bishops, operate at a distance, it is not always necessary to have them near your Adversary's King; they do better at a distance, cannot be driven away, and prevent a Stale-Mate.

37. When there is a Piece you can take, and that cannot escape, do not hurry. See when you can make a good move elsewhere, and take the Piece at leisure.

38. It is not always right to take your Adversary's Pawn with your King, for very often it happens to be a safe-guard and protection to him. Place a Castle on 5 with a Pawn on 45, and the white King on 53, who then is sheltered by the black Pawn from the attack of the Castle.

39. When you can take a man with different Pieces, consider well with which you had best take it.

Application of some of the foregoing Rules.

1. Whether you play the open or close Game, bring out all your Pieces into play before you begin the attack; for if you do not, and your Adversary does, you will always attack, or be attacked, at a great disadvantage; this is so essential, that you had better forego an advantage than deviate from it; and no person can ever play well who does not practise this. In order to bring out your Pieces properly, push on your Pawns first, and support them with your Pieces, thereby your Game will not be crowded, and all your Pieces will be at liberty to play and assist each other, so as to co-operate in winning the Game; and, either in the attack or defence, bring them out so that they may not be driven back again.

2. When you have brought out all your Pieces, which you will have done well, if you have your choice on which side to castle; then consider thoroughly your own and Adversary's Game, and not only resolve where to castle, but likewise to attack, where you appear strongest, and your enemy weakest. By this, it is probable you will be able to break through your Adversary's game, in doing which some pieces must be exchanged. Now pause again, and survey both Games attentively, and do not let your impetuosity hurry you on too far; at this critical juncture, especially, if you find your Adversary pretty strong, rally your men, and put them in good order for a second and third attack, still keeping your men close and connected, that they may vigorously co-operate. For want of this method, and a little cool-

ness, an almost sure victory is often snatched out of a Player's hands, ending in a total overthrow.

3. At the last period of the Game, observe where your Pawns are strongest, best connected, and nearest to queen; likewise mind how your Adversary's Pawns are disposed, and compare these things together, and if you can get to queen before him, proceed without hesitation; if not, hasten with your King to prevent him—this supposes that all your Officers are gone; if not, they are to attend your Pawns, and likewise to prevent, if practicable, your Adversary from going to queen.

Some further Directions to the same Purport.

1. The grand art consists in the nice conduct of the Royal Pawns; in duly supporting them against every attack, and, when they are taken, supplying their places with others equally well supported.

2. The Royal Pawns, after the first moves, should not be rashly pushed on before your Adversary's King has castled, otherwise he would castle opposite your weakest side.

3. Pawns on a front line, when judiciously supported, greatly obstruct the Adversary's Pieces from entering your Game, or taking an advantageous position.

4. When you have two Pawns on a front line, neither should be pushed forward, until the Adversary proposes to exchange, then instead of doing that, push

on the attacked Pawn. Suppose two white Pawns on 36 and 37, two black on 21 and 22; if the black Pawn on 21 is moved to 29, the white on 36 should then advance to 28.

5. Dispose your Pawns so as to prevent, if possible, the Adversary's Knights from entering into your Game.

6. When your Pawns are separated from the centre; strive to increase the number on the strongest side; and when you have two in the centre, endeavour to unite there as many as you can.

7. One or two Pawns far advanced at the commencement of a Game, may be looked upon as lost, unless very well supported.

8. Until the Bishop's Pawns have been advanced two Squares, the Knight should not be placed on the Bishop's third Square, as from 63 to 46, or 58 to 43, else those Pawns would thereby be prevented from supporting other Pawns.

9. So long as a direct attack on the Adversary's King is not likely to prosper, strive to capture or exchange those Men which would prevent it.

10. Whenever you can make an opening with two or three Pawns on the Adversary's King, you then are almost sure of the Game.

11. If ever the strength of your Game consists of

Pawns; strive to take the Adversary's Bishops, because they, much more than the Castles, could prevent the advancement of your Pawns.

12. While you meditate an attack, endeavour to keep your King so situated, that he may castle when you please.

13. When more than one of your Adversary's Men are in your power, rather, in capturing them, be guided by the worth each may be of, at that period of the Game, than by its abstract value; and act upon the same principle when two of yours are so attacked that you must give up one of them.

14. Prevent your Adversary from getting prematurely among your Pieces, otherwise his Knights and Bishops, supported by the Pawns, and occasionally by the Queen, may decide the Game, while only part of your force is engaged.

15. At the beginning of a Game, guard against the Adversary's King's Bishop attacking your King's Bishop's Pawn; and as the King's Bishop is a most dangerous Piece to form an attack, strive to exchange your Queen's Bishop for it, or otherwise get quit of it as soon as you can.

16. Hinder your Adversary from doubling his Castles, as placing them on 5 and 13, or 7 and 15, especially if there is an opening in the Game.

17. Endeavour to move the King to a Square where

one of the Adversary's Pawns will protect him from the Castle, as put a Castle on 4, with a Pawn on 36, and the white King on 53; by moving the King on 52, then the black Pawn prevents the Castle from giving check.

18. When you have a chain of Pawns following each other obliquely, preserve, if possible, the leader: four white Pawns on 29, 38, 47, and 56; that on 29 is the leader.

19. After each move of the Adversary, consider what view he can have in it, and whether it disconcerts your plan; if it does, remove the evil before you proceed, lest while you are only intent on the attack, you be taken by surprise.

20. In order to overthrow the Adversary's schemes, you must often play against the general rules in the defence, but seldom need act so in the attack.

21. Avoid changing the King's Pawn 13 or 53, for the Adversary's King's Bishop's Pawn 14 or 54, or the Queen's Pawn 12 or 52, for the Adversary's Queen's Bishop's Pawn 11 or 51, because the Royal Pawns, occupying the centre, prevent, in a great measure, the Adversary's Pieces from injuring you.

22. A Knight supported by two Pawns, as the white Knight on 28, and the Pawns on 35 and 37, unless the Adversary can push on a Pawn to attack him, will prove so incommodious that he must be taken by a Piece, and you gain the advantage of re-uniting the Pawns.

23. Circumstances sometimes will require you to

give check, even when you have not Check-Mate in view; as to drive the Adversary's King into a worse situation, or to compel him to leave a superior Piece unguarded, or to take away his privilege of castling, or to save one of your Pieces.

24. While you aim at giving Check-Mate, and all your Pieces are employed, be very careful lest your King is check-mated by a single move of the Adversary; and if you perceive a probability of the Adversary giving you Check-Mate, be doubly cautious of every move; a wrong Piece moved, or even a right one into a wrong Square, may ultimately prove fatal.

25. By castling, a double advantage is gained at once, that of removing the King into a more secure or advantageous situation, and also bringing the Castle directly into play.

26. Sometimes it is best to play the King without Castling, in order to attack with your Pawns on that side, and then the King's Bishop's second Square, 14 or 54, is usually the proper place for him.

27. If your King castles on his own side, avoid moving his Knight's or Castle's Pawns, without necessity, as they are a protection to him.

28. If the Adversary's King castles on the same side of the Board as your's, do not, by pushing forward your Pawns, leave your King unguarded, but rather attack with your Pieces.

Maxims for the Conclusion of Games.

1. A single Pawn cannot win if the Adversary's King is opposed to it; as, place the white King on 30, with a Pawn on 22, and the black King on 14, either side having the move, it must be a drawn Game, or black obtains a Stale-Mate; but if its own King is placed before it, then the Pawn may win; as, reverse the situations of the Kings by putting white on 14, and black on 30; black cannot hinder the white Pawn from making a Queen.

2. Two Pawns against one must win in most cases, but the Player possessing the two should avoid exchanging one of them for his Adversary's Pawn.

3. A Pawn with any Piece, must win in every case, except with a Bishop, when the Pawn is on a Castle's file, and the Bishop does not command the Square where the Pawn must go to queen; as, the white King on 39, with a Bishop on 30, and a Pawn on 24, and the black King on 6, black can prevent the Pawn from pushing on to queen, which could not be prevented if the white Bishop was on 29.

4. Two Knights without any other man, cannot give Check-Mate.

5. Two Bishops may win.

6. A Knight and a Bishop may win.

7. A Castle against either a Knight or a Bishop makes a drawn Game.

8. A Castle and a Knight against a Castle makes a drawn Game.

9. A Castle with a Bishop against a Castle may win.

10. A Castle with a Bishop against a Queen makes a drawn Game.

11. A Castle with a Knight against a Queen makes a drawn Game.

12. A Queen against a Bishop and a Knight may win.

13. A Queen against a Castle with two Pawns makes a drawn Game.

14. A Castle against a Bishop with two Pawns makes a drawn Game, because the Player possessing the Castle cannot be prevented from exchanging it for the two Pawns.

15. A Castle against a Knight with two Pawns makes a drawn Game, for the same reason.

16. A Castle draws the Game against two Knights and a Bishop.

17. Two Knights, or a Bishop and a Knight, draw the Game against a Castle and a Bishop.

18. Two Bishops draw the Game against the Queen, provided their King be in an angle, and they cover and rest upon him.

19. Two Castles draw the Game against the Queen and a Bishop.

20. A Castle wins.

21. The Queen wins against a Castle.

22. The Queen wins against two Knights.

23. Two Castles win against two Knights, or against a Knight, and a Bishop, or against two Bishops.

24. Two Castles with a Bishop, or with a Knight, win against the Queen.

Some of these Maxims are liable to exception, according to the position of the Men on the Board. Those numbered 1, 5, 6, 20, are particular Rules, and liable to no exception.

Gambit

Signifies that sort of Game which commences by pushing the Kings and King's Bishops' Pawn, or those of the Queen and Queen's Bishop, two Squares each, in lieu of employing one to defend the other. The Pawn first advanced, is styled the Gambit Pawn; and this Game, formed more on experiment than system, and depending principally on the spirit of the Players,

varies so much, that very few certain Rules can be given. A Gambit equally well played by both Parties, is likely to prove indecisive, though the power which either Player, sacrificing his Pawn, always has of attacking the other, will certainly prove fatal, unless the Opponent plays uniformly well for about the first twelve moves of the Game. The capture of the Pawn is a feature common to all Gambits, and it is advisable to sacrifice even all the Pawns on the King's side, in order to take the Adversary's King's Pawn, because it would otherwise prevent the Bishops (3 or 59) from joining in the attack, in which, the King's Bishop is the best Piece, and the King's Pawn the most serviceable Man.

Method of covering with the Knight all the Squares of the Board in 64 moves. This is merely a matter of ingenuity, and is performed as follows: Place the Knight on Square 8, and from thence in the following order, 23, 40, 55, 61, 51, 57, 42, 25, 10, 4, 14, 24, 39, 56, 62, 52, 58, 41, 26, 9, 3, 13, 7, 22, 32, 47, 64, 54, 60, 50, 33, 18, 1, 11, 5, 15, 21, 6, 16, 31, 48, 63, 53, 59, 49, 34, 17, 2, 12, 27, 44, 38, 28, 43, 37, 20, 35, 45, 30, 36, 19, 29, 46.

The Laws of Chess.

1. The Chess-Board must be placed in such a manner, that each Player may have a white Square at his right hand. If a Player perceive the Board to be improperly placed, before four moves on each side have been played, he may insist on re-commencing the Game.

2. The Player who gives a Piece is supposed to be entitled to have the first move, unless it be agreed otherwise. In Games without odds, lots must be cast for the move, which afterwards becomes alternate.

3. If a Pawn or Piece have been forgotten at the beginning of the Game, it will be in the Adversary's choice, either to begin the Game afresh, or to proceed, permitting the Piece forgotten to be set in its place.

4. If it be agreed to give the advantage of a Piece or a Pawn, and it have been forgotten at the beginning of a Game, it will be left to the choice of him who has suffered by such a mistake, to proceed, or to recommence.

5. If you touch your Man, you must play it, except that would place your King in check, in which case, you are only, when possible, to move the King; and so long as you keep hold, you may place the said man where you please, but once having quitted, you cannot recall the move; though, should any men be displaced by accident, those are to be restored.

6. If you touch one of your Adversary's Men, he may insist upon your taking it; and when you cannot do so, he may require you, by way of penalty, to move your King, provided that may be effected without putting him in check.

7. A Player making a false move, may be compelled to replace his Man, lose that move, and to play his King; but no false move can be recalled after the Adversary's

succeeding move; so if the irregular move be not revoked in time, the position taken must remain as if there had been no mistake.

8. Every Pawn which has reached the eighth or last Square of the Chess-Board, is entitled to be made a Queen, or to be changed for any other of his Officers or Pieces that may have been lost in the course of play.

9. Any Pawn has the privilege of advancing two Squares at its first move; but in this case, it may, in passing, be taken by any Pawn which might have taken it if it had been pushed but one Square.

10. The King, when he castles, cannot in his flight exceed two Squares; that is, the Castle must take the Square next to the original Square of the King; and the latter, leaping over, must be posted close on the other side of the Castle.

11. The King cannot castle when in check, nor after having been moved, nor if, in passing, he be exposed to a check, nor with a Castle which has been removed from its place; and he that castles when he should not, must be set right, lose the intended move, and may, in lieu, be compelled to move his Castle touched, or his King, at his own choice.

12. If a Player give check without warning, the Adversary will not be bound to ward it off, and he may consequently play as if such check did not exist; but if the former in playing the next move, were to say, 'Check,' each must then retract his last move, as being

false, and he that is under check is to obviate it in the prescribed form.

13. If the Adversary warn you of a check, without however giving it, and you, in consequence, touch or move either your King or any other Piece, you will then be allowed to retract, so long as your Adversary has not completed his next move.

14. If any one touch a Piece which he cannot play without exposing his King to check, he may then be compelled to play his King; and if the King cannot be played, the mistake entails no penalty.

15. When one Player has nothing else to play, and his King being out of check, cannot stir without coming to a check, then the Game is Stale-Mate. It has generally been the rule in England, to consider the party whose King is Stale-Mate to have won the Game; but it is now more usual to reckon Stale-Mate as a drawn Game. This is a point which should, therefore, be previously settled by the two Players.

16. Towards the conclusion of a Game, when a Player seems not to know how to give the difficult Mates, as that of a Knight and a Bishop against the King, that of a Castle and a Bishop against a Castle, and in other embarrassing situations, at the Adversary's request, fifty moves on each side must be appointed for the end of the Game: these moves being accomplished, without giving Check-Mate, it is to be pronounced a drawn Game.

The Editor thinks he cannot conclude this Introduction better than by giving a literal copy of Mr. Philidor's own Preface to his original Work (previous to its subsequent enlargement), intituled " Chess Analyzed, or Instructions, by which, a perfect Knowledge of this Noble Game may, in a short time, be acquired." The Student will perceive, that his principal aim ought to be to make himself thoroughly master of the four first Games.

PHILIDOR'S PREFACE

TO HIS

TREATISE ON THE GAME OF CHESS.

" *Chess Analyzed, or Instructions, by which a perfect Knowledge of this Noble Game may, in a short Time, be acquired.*

" SO many ancient Authors have spoken in praise of the Game of Chess, that it would be needless for me to say much of it.

" Don Pietro Carrera, who, in the year 1617, published a large Volume concerning the origin and progress of this Game, has, at the same time, given us a list of those Authors, which is too long to be inserted in this Preface. I will, however, mention the most celebrated; Herodotus, Euripides, Sophocles, Philostratus, Homer, Virgil, Aristotle, Seneca, Plato, Ovid, Horace, Quintilian, Martial, Vida. The invention of this Game is, by Carrera, attributed to Palamedes, and he proves it from the above-mentioned Authors; it is true that several others are of a different opinion; some say it was known before his time; others, that it was invented by the philosopher Serses, counsellor to Ammolin, king of Babylon, in order by this new, engaging, and speculative Game, to divert that prince from the cruelties he was naturally inclined to.

" The Egyptians are said to have ranked this Game in the number of the Sciences, and that, at a time when

themselves were the only learned people, their reason I suppose to be founded on this principle,

Scientia est eorum, quæ consistunt in intellectu.

"It is no wonder to see so many different opinions, about a Game of so long standing, and whose Author cannot be known to any degree of certainty. There are, however, some who will not allow it to be above 300 years old, though a few make it to be somewhat older; and perhaps they would not grant that, if the very Chess-Men with which Charlemagne * used to play, were not still extant in the Royal Repository of the Abbey of St. Denis.

"Euripides, in his Tragedy of Iphigenia, tells us, that Ajax and Protesilaus played together, at Chess in presence of Merion, Ulysses, and other famous Greeks. Homer, in the first Book of his Odyssey, relates that the princes, lovers of Penelope, used to play at Chess at the door of that fair lady.

"But not to trouble the Reader with any thing more about the origin of this Game; it will be allowed by all, to have contributed to the amusement of the greatest heroes for many ages past; and those of our days take no small pleasure in it.

"Virtue and Heroism were the two distinguishing characters of Charles the XIIth, king of Sweden; the allurements and temptations of vice had no power over him; he could even abstain from those things, which by most persons of rank are esteemed as no other than the conveniencies of life; he had an aversion to gaming, and had strictly forbid it in his army, and among his subjects; but Chess was excepted in a particular manner; he took so much delight in it, that he encouraged

* Charlemagne lived in the eighth century.

the learning of it among all his courtiers. Voltaire tells us, that while that prince was at Bender, he played at it every day with his general Poniatowski, or with his treasurer Grothusen.

" I am sorry to see that the rules of this Game (attributed to Palamedes) have in many countries not been able to maintain their original purity; it is said that the Greeks observed them so strictly, as not to bear a Chess Board wrong turned, having always the idea of a battle before them; when they played, they insisted on having the Rook, which is on the right hand, placed upon a white Square, that colour being of a good omen among them; and each of the combatants flattered himself, by having this white Square at his right hand, to obtain the victory

" This Game has in many parts of Germany been so disfigured, as not to be known but by the Board and the Men; they allow playing two moves successively at the opening of the Game. This appears to me very ridiculous, as no Game is known, but the Players play alternately. Besides, can it be thought that where two good Players meet, he who plays last can have any great chance of winning? Secondly, they give a Pawn leave to pass beyond taking by Pawns, which not only makes quite a different Game from the original one, but also takes off a great deal of its beauty; because by this means a Pawn may pass before two others, which, with much dexterity and industry, have reached within three Squares of becoming Queens, and are there stopt by the King, or the Adversary's Bishop; while this single Pawn will either go and make a Queen, or oblige you to abandon all your advanced Pawns, and come to attack this wretch, who during the whole Game has done no thing. This certainly is quite opposite to the rules of

war, where merit only can advance a soldier's fortune. Besides, when the King castles, they allow him to push his Rook's Pawn; by which means he plays twice running. In my opinion, all these deformities have been introduced by wranglers, who have obliged their adversaries to play according to their whims.

While this field of criticism lies open, I cannot pass by my own countrymen, who have committed as great a fault as the Germans. They are less to be excused, there being many good Players among them; nay, some of the best in Europe. I presume they have been led away (like myself formerly) by a bad custom, established in all probability by the person who first brought Chess into France; I am inclined to believe it must have been some Player at Draughts, who knowing little more than the moves of the Pieces, imagined one might make as many Queens in the Game of Chess, as at Draughts. I would only ask, what a fine sight it is to see upon the Chess-Board two Pawns on the *same Square, to distinguish* a second Queen? and if by chance a third should be made (as I have often seen it at Paris) then *it is a still* finer sight, while the bottom of one Pawn is almost sufficient to cover a Square on the Board. Is not, therefore, this method most ridiculous, especially as it is practised in no country where the Game of Chess is known?

However, if my countrymen will go on in this erroneous way, I would advise them, to prevent all disputes that may arise about their multiplicity of Queens, to make to each set of Chess-Men three or four Queens, as many Rooks, Knights, &c.

To return to Pietro Carrera, whom it is probable the Calabrian* and other Authors have followed, yet neither

* Jacomo Greco.

he nor they have given us, notwithstanding their prolixity, but very imperfect rules, and such as can never make a good Player; they have opened several Games, and left us to end them as well as we could; by which means the Player is as puzzled, as if he had been left to begin the Game without any instructions at all.

"Cunningham and Berth have given us Gambits, which are lost or won accordingly as they make the Adversary play, you or ill; they have undoubtedly found their end in an easy a method, but then of what use can such instructions be to one, who wishes to make himself master of the Game? I have seen several Players, who had learnt the Calabrese, and other Autho[illegible] who, when they had played the four or f[illegible] did no longer know what they were abo[illegible] boldly say, that whoever once know[illegible] a practice the Pale I have laid down, [illegible] that case. I have avoided doing like [illegible] who, in order to fill up a book, have stu[illegible] Games for other Games, for children, as [illegible] will not be found once in a thousand yea[illegible] ends of parties, by which, all the while, [illegible] Beauty. I hope lovers of this Game will b[illegible] [illegible] I here offer them, [illegible] [illegible] and will occur [illegible] [illegible] Game.

[illegible] all the Mates, exce[illegible] [illegible] it b[illegible] [illegible] Game [illegible] [illegible] we may have [illegible] [illegible] he himself knew how [illegible] [illegible] [illegible] [illegible] [illegible] [illegible] [illegible]

ever understood well. I mean how to play the Pawns; they are the very life of this Game; they alone form the attack and the defence; on their good or bad situation depends the gain or loss of each party.

"A Player, who, when he has played a Pawn well, can give no reason for his moving it to such a Square, may be compared to a general, who with much practice has little or no theory.

"Throughout my four first Games may be seen a regular attack and defence.

"The observations I have made on the good effects of moves, and what [illegible] when least intelligible [illegible] reason for playing as he had done, and [illegible] ing any thing else, you must remember [illegible] party; the Black gained a proof [illegible] effect, the reason must easily [illegible]

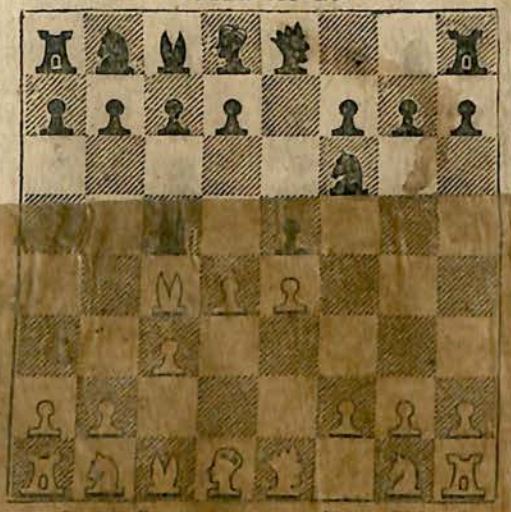
[illegible] can, that more [illegible] to [illegible] advantage, or to win who [illegible] both players will not [illegible] a drawn Game. It often [illegible] that if either [illegible] the twelve [illegible] reason be lost [illegible] turned to [illegible] [illegible] more [illegible]

[illegible] many [illegible] [illegible] from [illegible] [illegible] [illegible]

WHITE MOVES.

BLACK MOVES.

WHITE MOVES.



4. Queen's Pawn 2 squares, to hinder Bishop from attacking King's Bishop's Pawn, and bring the strength of your Pawns into the centre.

BLACK MOVES.

4. Pawn takes the Pawn.

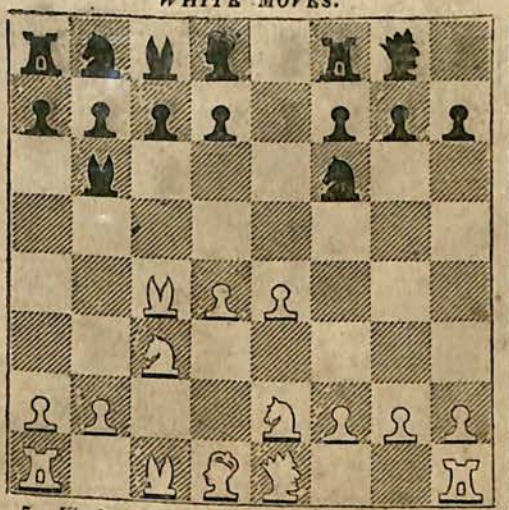
5. Pawn reprises. Neither of the two Pawns should be advanced till attacked.

5. [illegible] instead, he had given check, cover it with Bishop, [illegible] If taken, you reprise with your Knight.

6. Knight on Queen's Bishop's 3rd Square, as an additional support to the Royal Pawns, and bring it

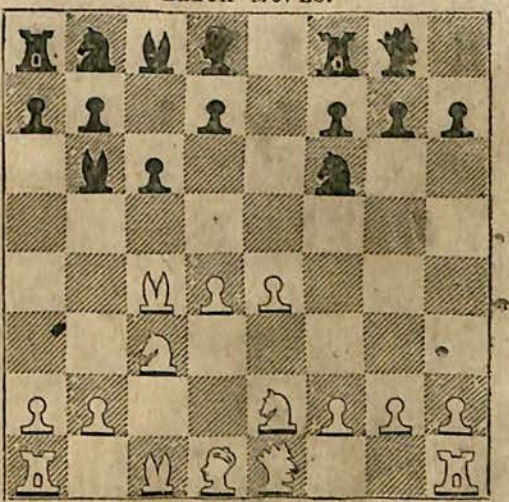
6. King [illegible] on [illegible] safe, and the Castle [illegible]

WHITE MOVES.

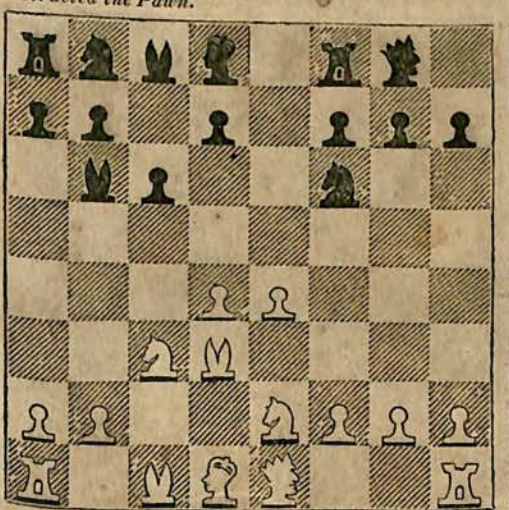


7. *King's Knight to King's 2nd Square, better than to have played at Bishop's 3rd, where he would have obstructed the Pawn.*

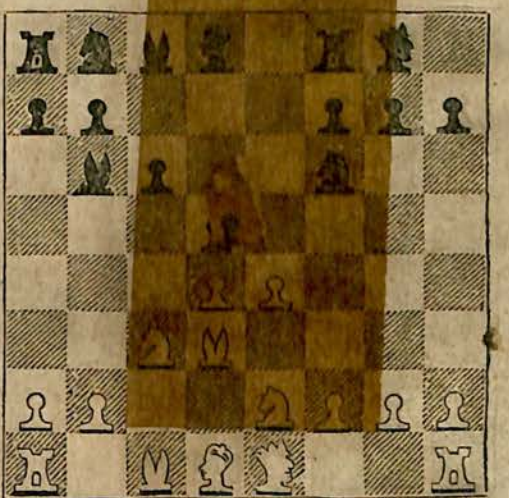
BLACK MOVES.



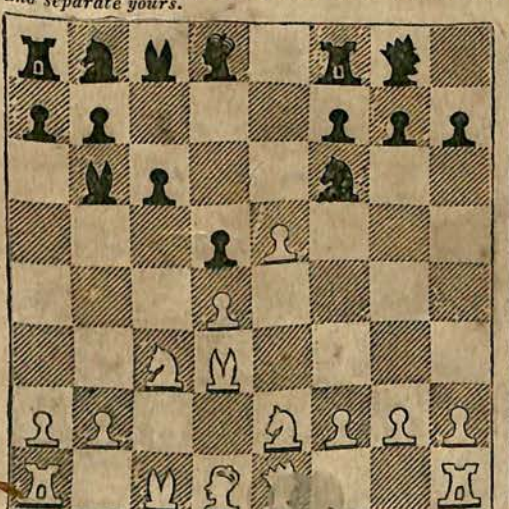
7. *Queen's Bishop's Pawn 1 square, previous to advancing Queen's Pawn two Squares to attack Bishop.*



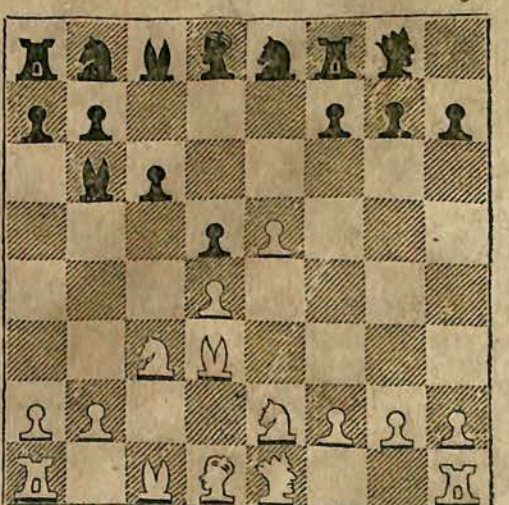
8. *Bishop retires on Queen's 3rd Square, to avoid the attack which would oblige you to take his Pawn, and separate yours.*



8. *Queen's Pawn two Squares, hoping you may be tempted to take his Pawn.*

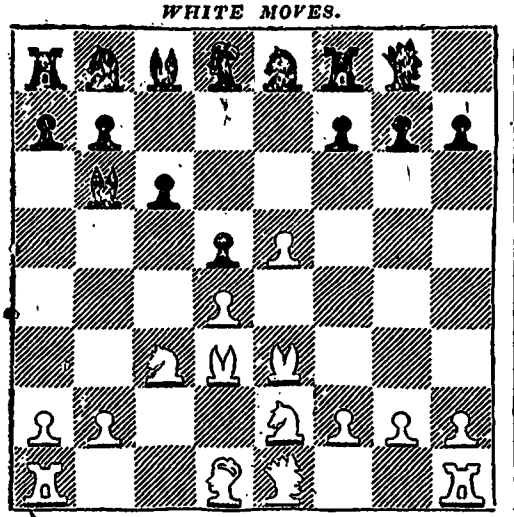


9. *King's Pawn advances, as previously directed.*



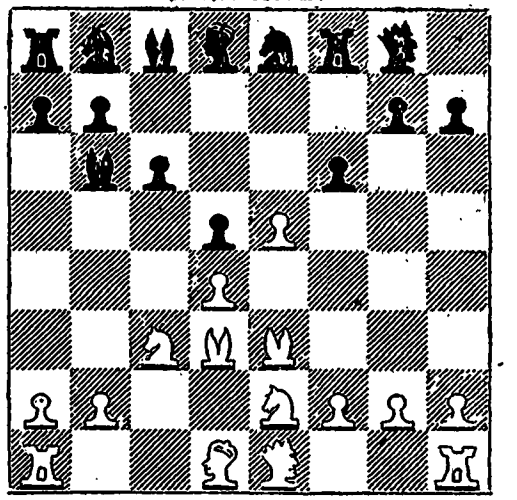
9. *Knight to King's Square, with a view of advancing Bishop's Pawn one Square, and speedily bringing his Castle into action.*

WHITE MOVES.

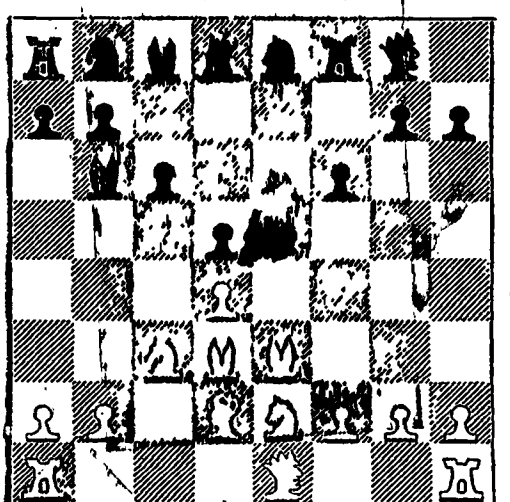


10. *Bishop to King's 3rd Square, supporting Pawn, and designing to capture black Bishop.*

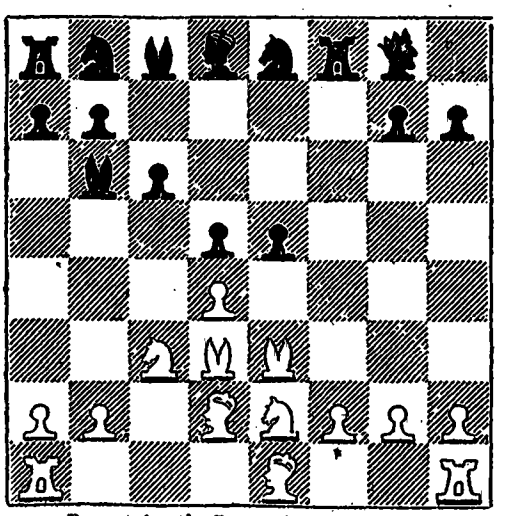
BLACK MOVES.



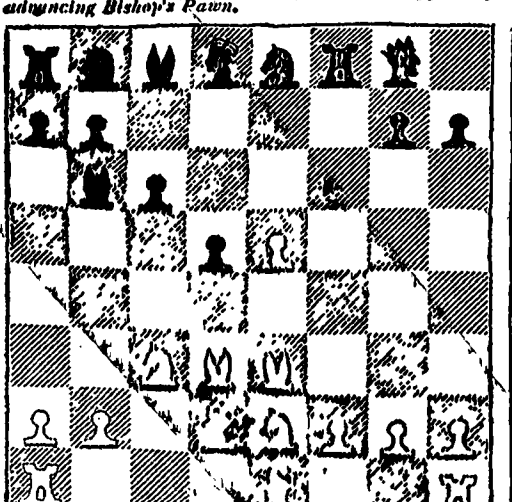
10. *King's Bishop's Pawn one square, with the design of giving an opening to his Castle.*



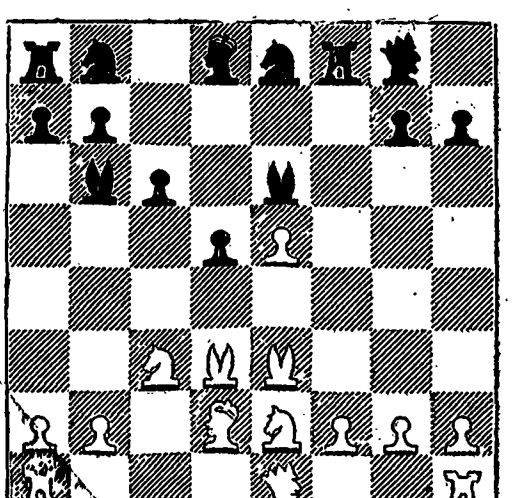
11. *Queen to her 2nd Square, letting him take the King's Pawn, which you will replace and support by advancing Bishop's Pawn.*



11. *Pawn takes the Pawn, thereby effecting his previous design.*

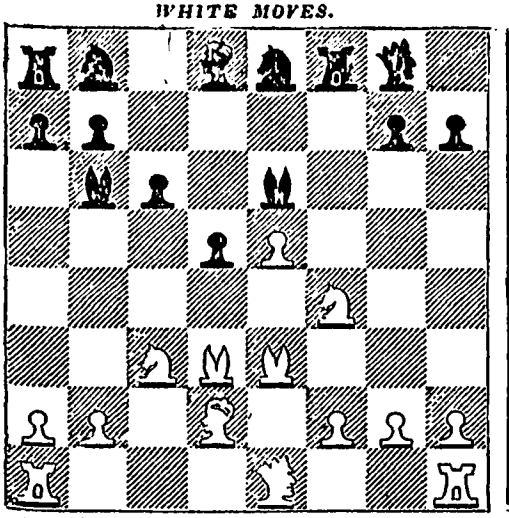


12. *Pawn takes the Pawn.*



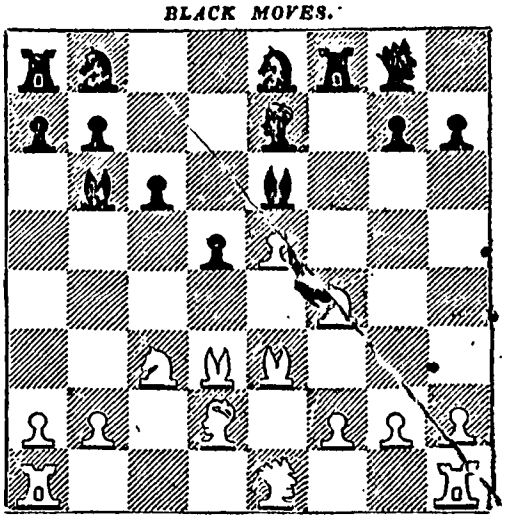
13. *Bishop to King's 3rd Square, to give security to Queen's Pawn, and enable him to advance Queen's Bishop's Pawn.*

WHITE MOVES.

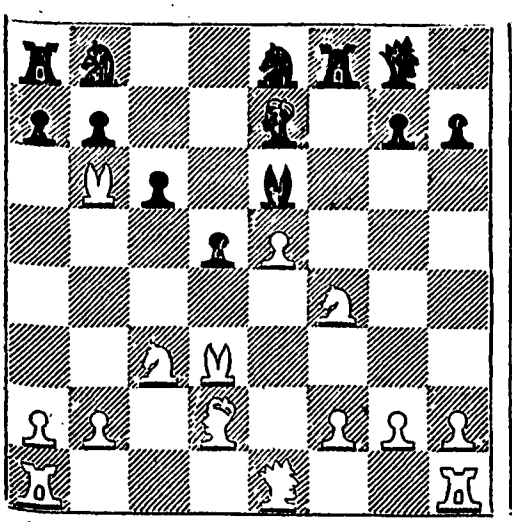


13. *King's Knight to Bishop's 4th Square, attacking Bishop.*

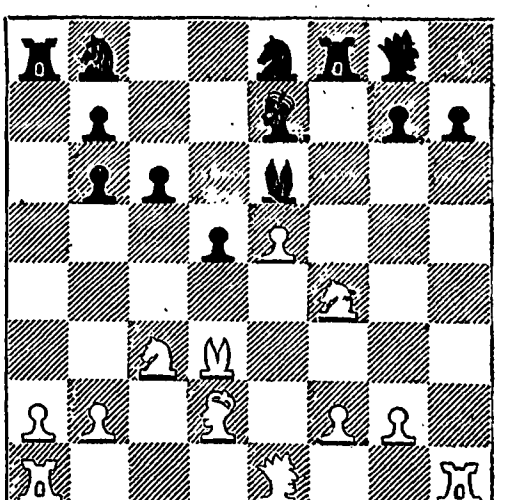
BLACK MOVES.



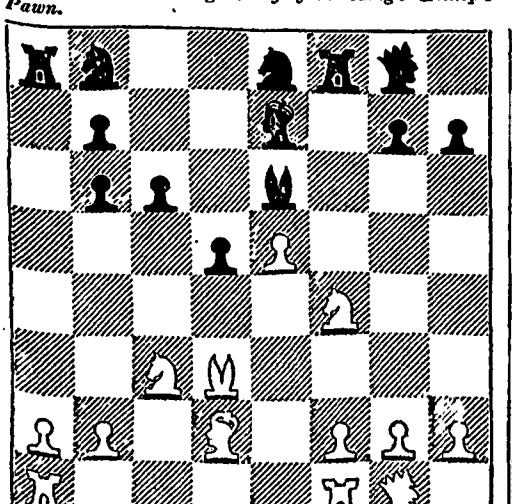
13. *Queen to King's 2nd Square, defending Bishop.*



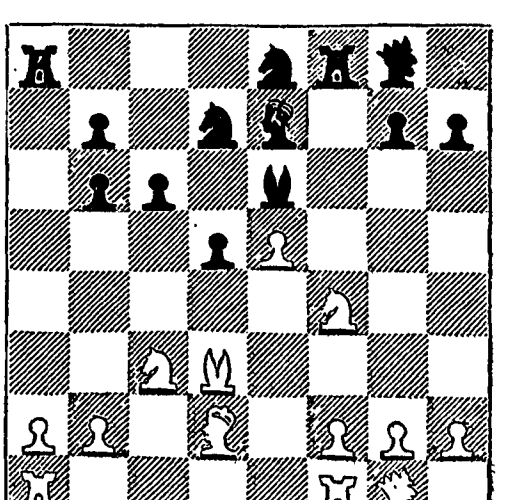
14. *Bishop takes Bishop, it being dangerous to let him command the diagonal of your King's Bishop's Pawn.*



14. *Pawn reprises, giving an opening to the other Castle also.*

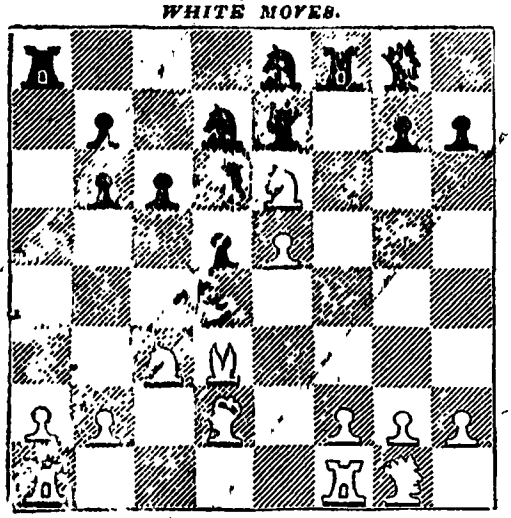


15. *King castles on his side, that your Castle may support the Pawn, which is shortly to advance in support of the Royal Pawn.*



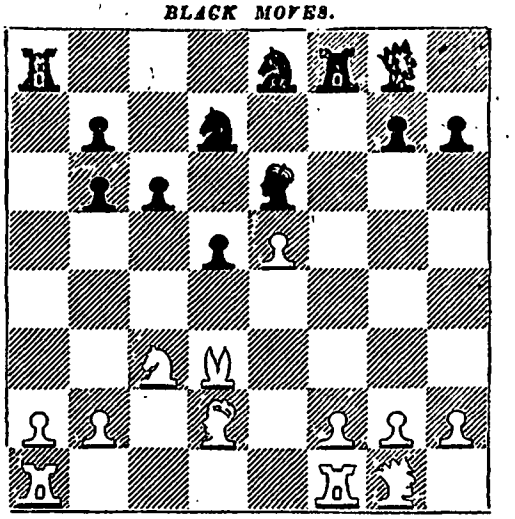
15. *Knight to Queen's 2nd Square, attacking Pawn.*

WHITE MOVES.

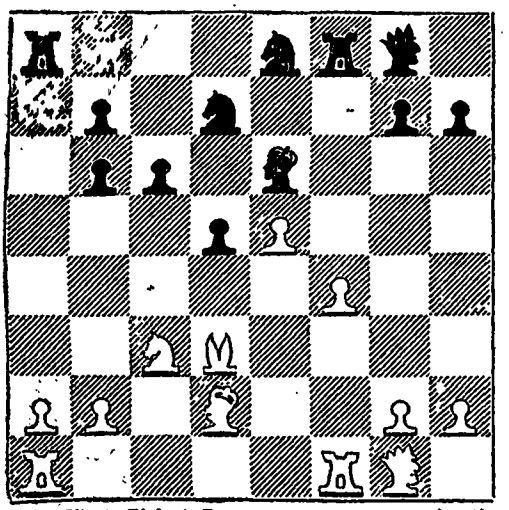


16. *And it takes the Bishop, which favours his design of advancing Bishop's Pawn.*

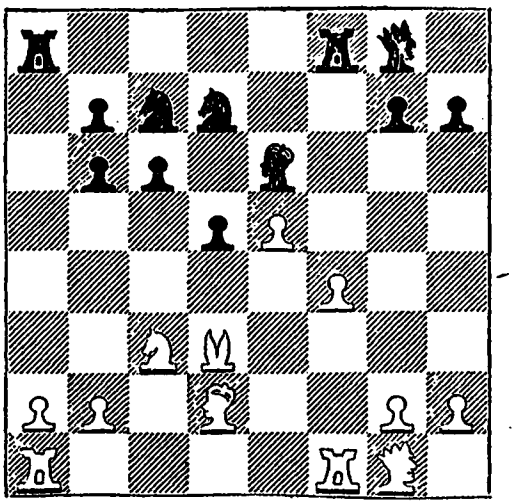
BLACK MOVES.



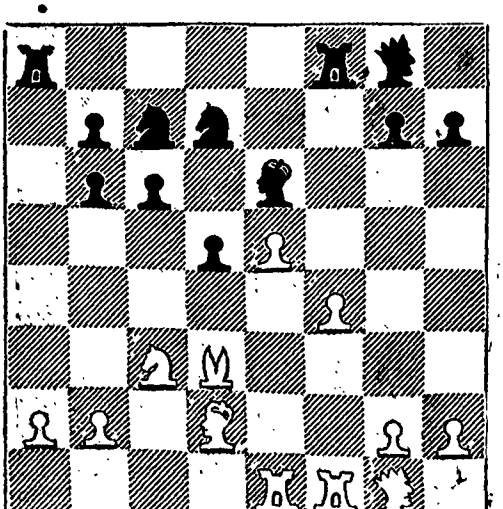
16. *Queen takes the Knight, whereby your Royal Pawn is doubly attacked.*



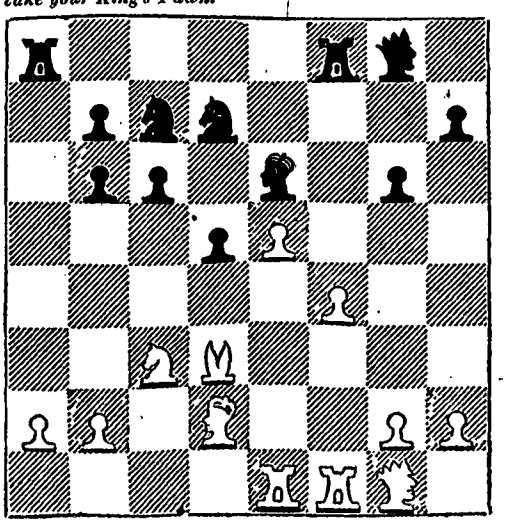
17. *King's Bishop's Pawn two squares, supporting the Royal Pawn.*



17. *King's Knight to Queen's Bishop's 2nd Square, bringing his Castles into co-operation, designing also to take your King's Pawn.*

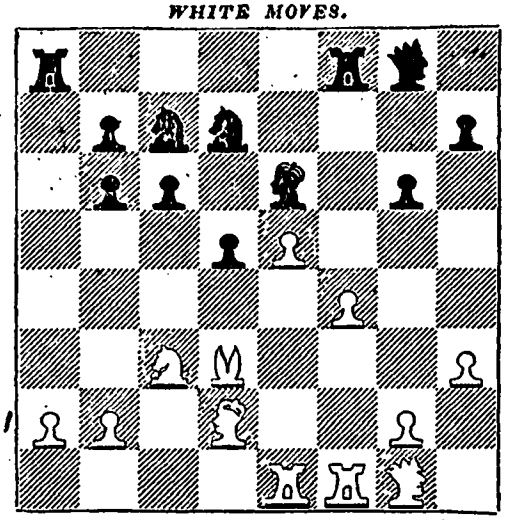


18. *Queen's Castle to King's place, to frustrate the intention, and support your own attack.*



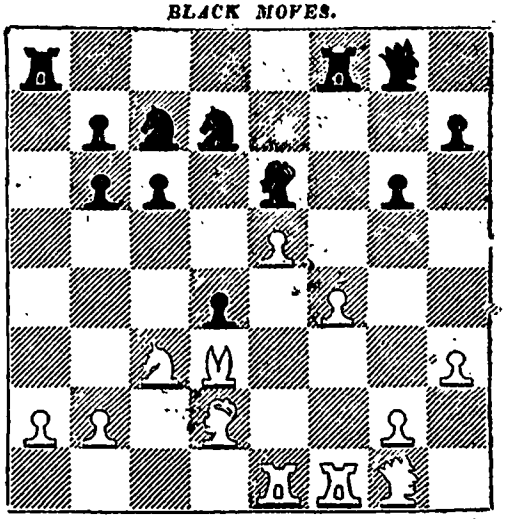
18. *King's Knight's Pawn one square, to prevent your attacking his Queen's and getting two Pawns in a front line in his field.*

WHITE MOVES.

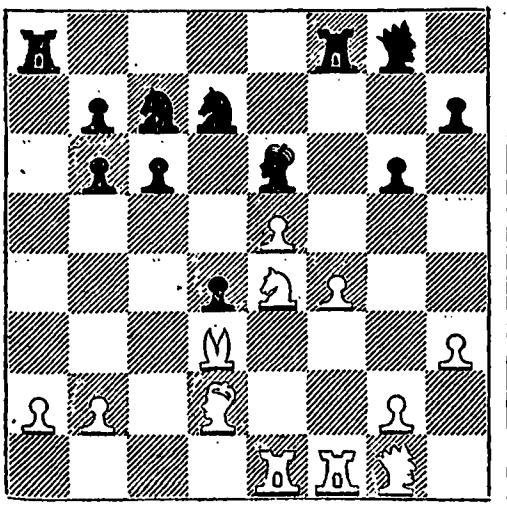


19. *King's Castle's Pawn one square, to enable you afterwards to push King's Knight's Pawn two Squares.*

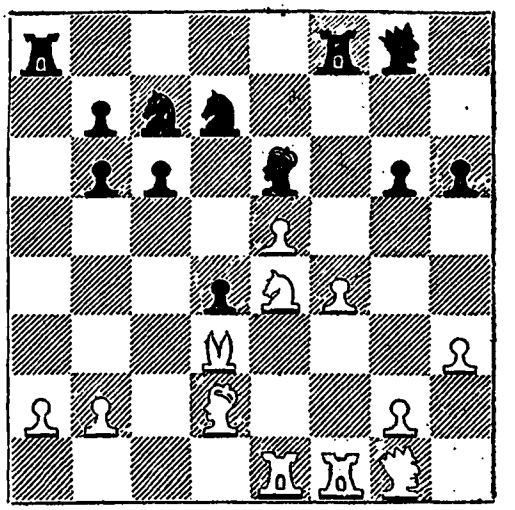
BLACK MOVES.



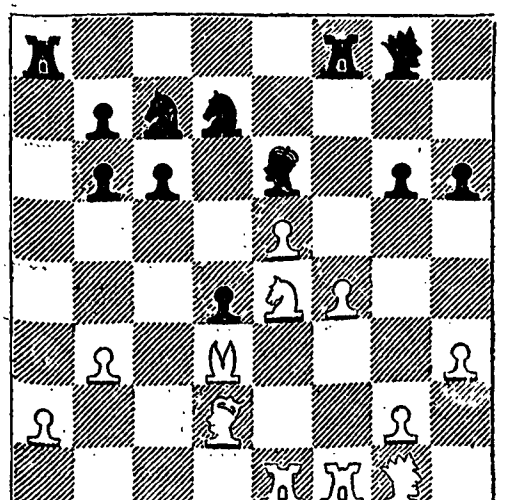
19. *Queen's Pawn one square, attacking your Knight.*



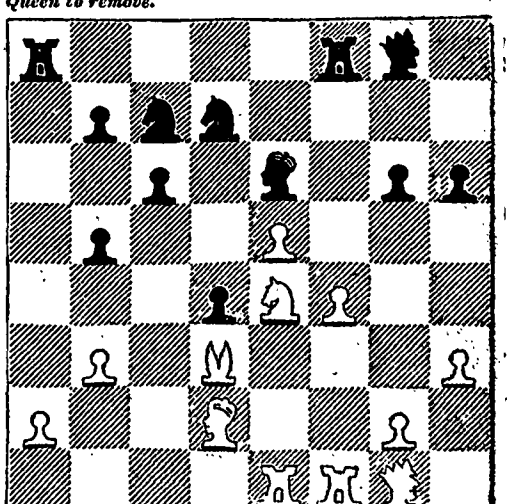
20. *Knight to King's 4th Square, being the best place he could move to.*



20. *King's Castle's Pawn one Square, to prevent your Knight from entering his Game, and forcing his Queen to remove.*

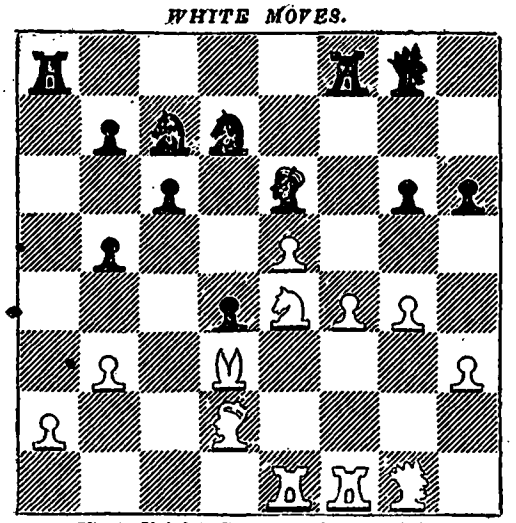


21. *Queen's Knight's Pawn one square, thereby protecting Queen's Castle's Pawn.*



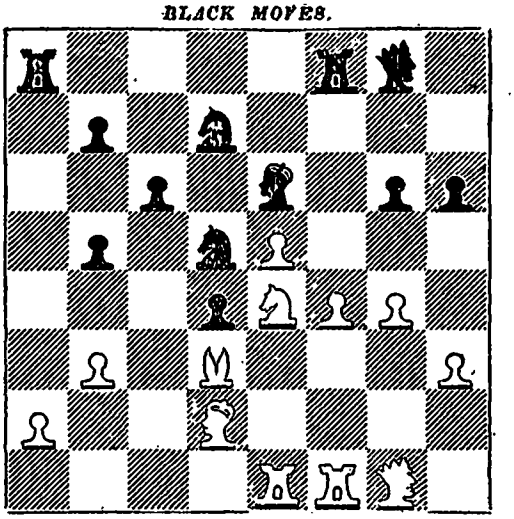
21. *Queen's Castle's Pawn one square, to form a strong attack on that side.*

WHITE MOVES.

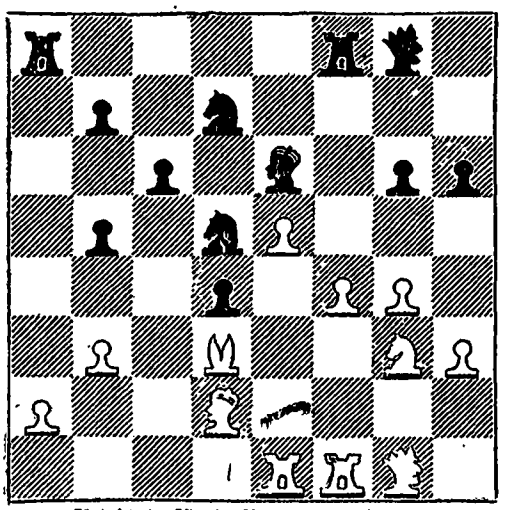


22. *King's Knight's Pawn two Squares, bringing his Pawn into irresistible co-operation.*

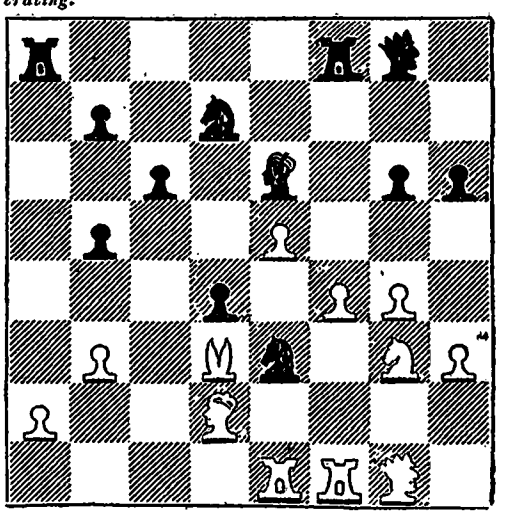
BLACK MOVES.



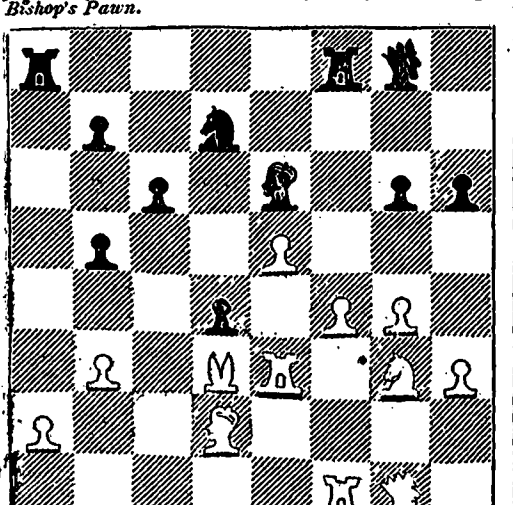
22. *King's Knight to Queen's 4th Square, forming a double attack on the Pawn, and with a view of penetrating.*



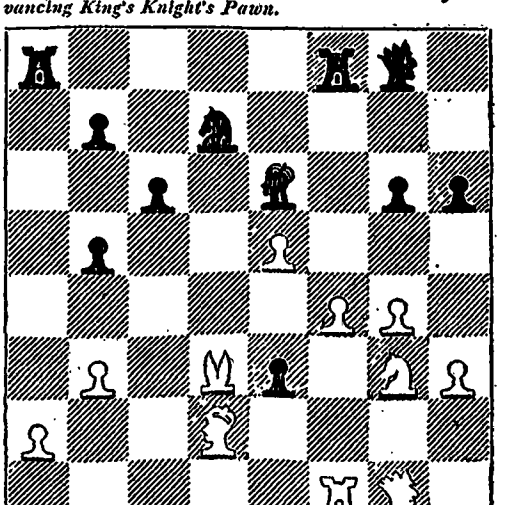
23. *Knight to King's Knight's 3rd Square, to support King's Pawn, and to enable you to push on King's Bishop's Pawn.*



23. *King's Knight to white King's 3rd Square, to cut off your communication, with an intention of advancing King's Knight's Pawn.*

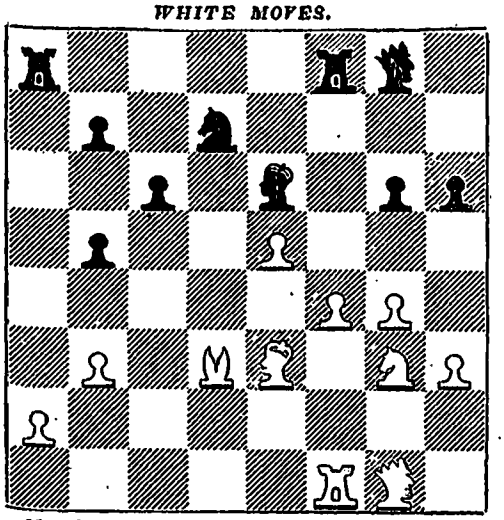


24. *Castle captures Knight, to frustrate the design.*



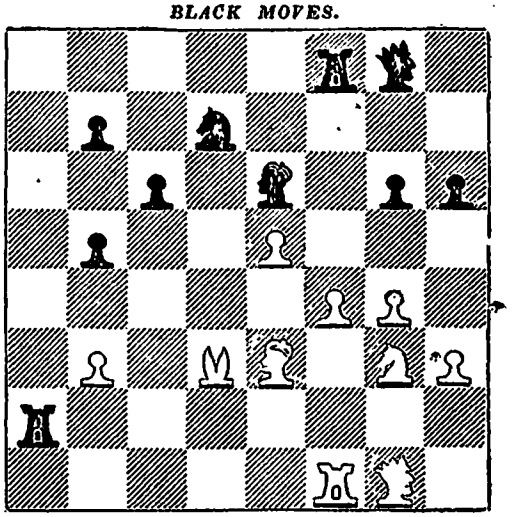
24. *Pawn retakes the Castle.*

WHITE MOVES.

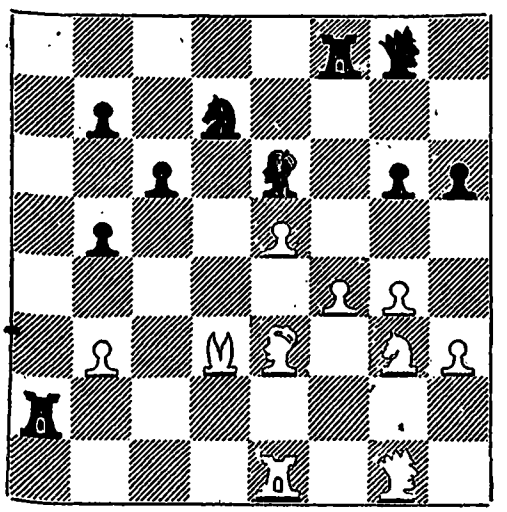


25. *Queen takes Pawn.*

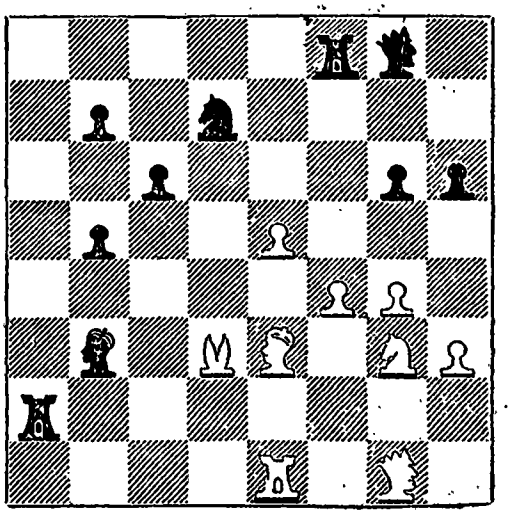
BLACK MOVES.



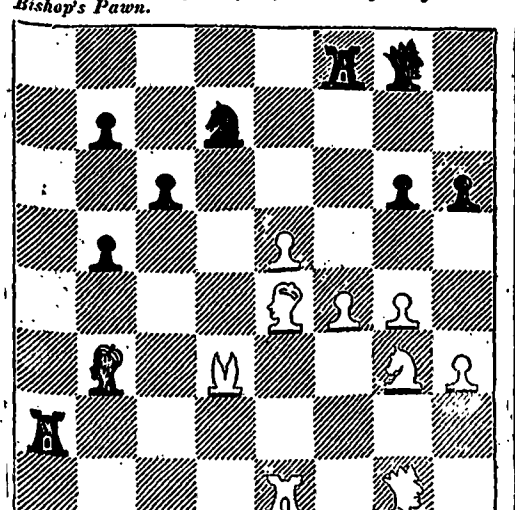
25. *Queen's Castle takes Pawn.*



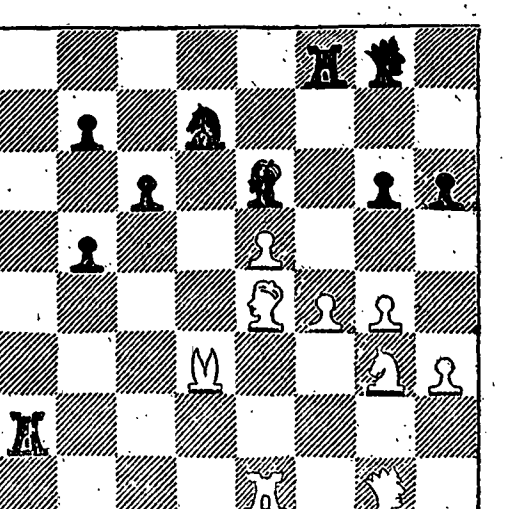
26. *Castle at King's place, to give adequate support to your Royal Pawn, and to push forward Bishop's Pawn.*



26. *Queen takes Pawn.*

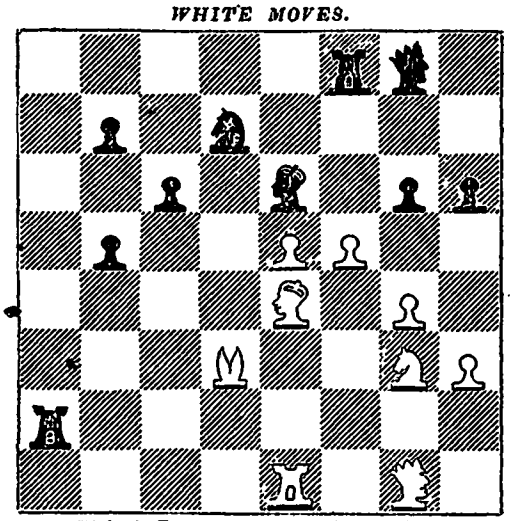


27. *Queen at King's 4th square, threatening to give Check-mate.*



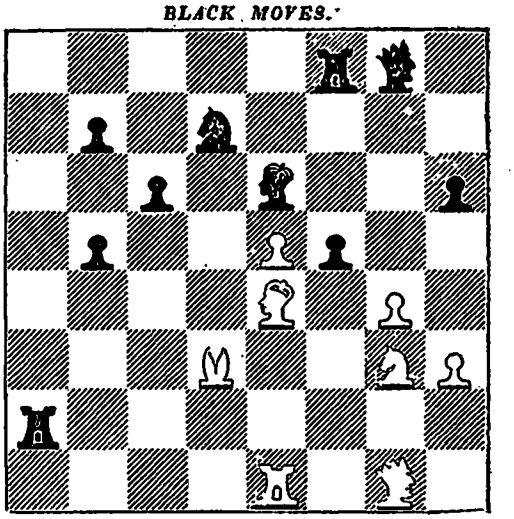
27. *Queen at King's 3rd square, to prevent the Check-mate.*

WHITE MOVES.

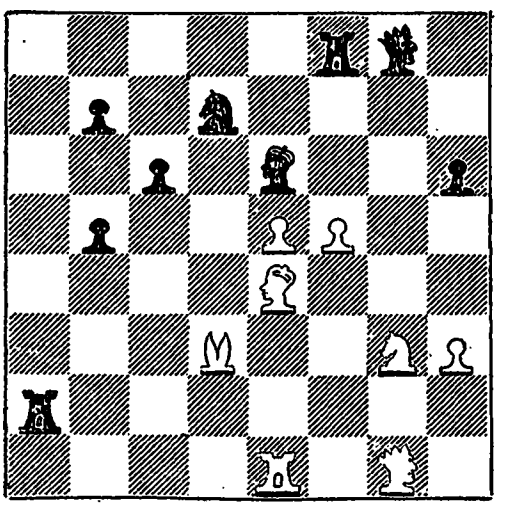


28. *Bishop's Pawn* 1 *move, pursuing previous design.*

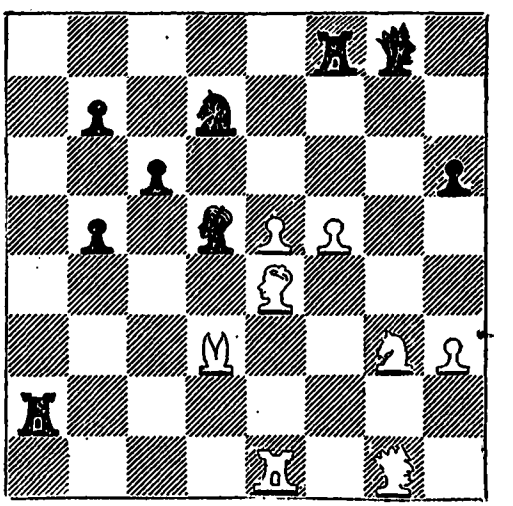
BLACK MOVES.



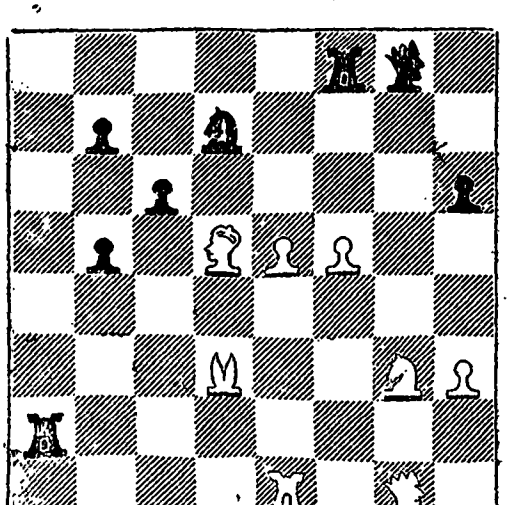
28. *Pawn takes Pawn striving to divide your forces.*



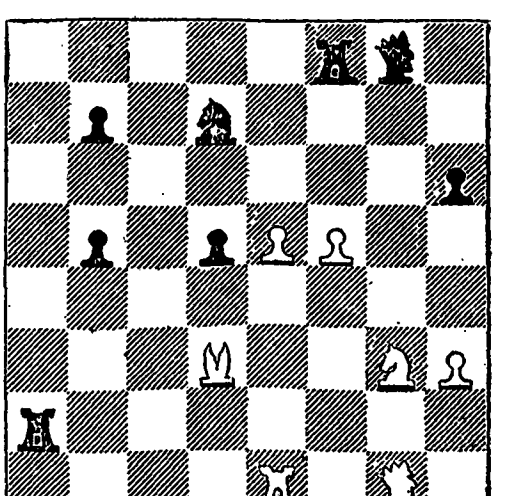
29. *Pawn reprises, checking the Queen.*



29. *Queen at her 4th square offering exchange, fearful of Check-mate by your Bishop and Queen.*

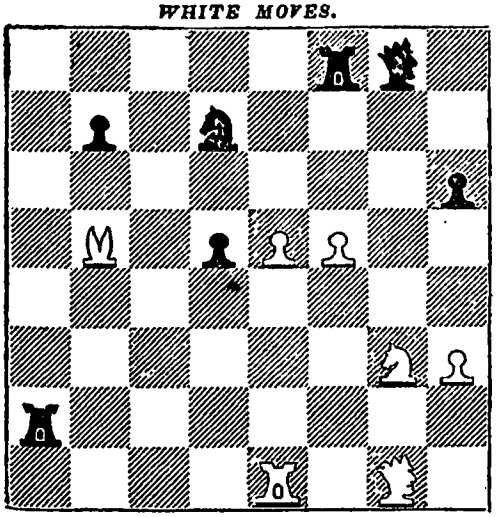


30. *Queen takes the Queen, which disunites his Pawns.*



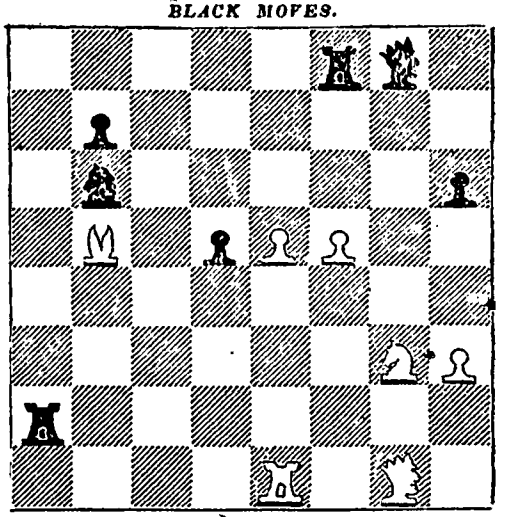
30. *Pawn takes the Queen.*

WHITE MOVES.

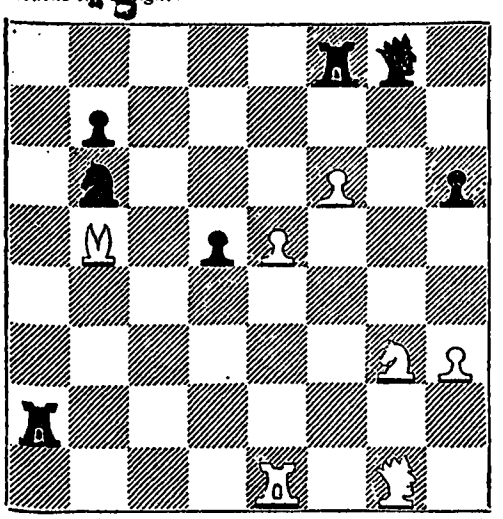


31. *Bishop takes Pawn, and at the same time attacks the Knight.*

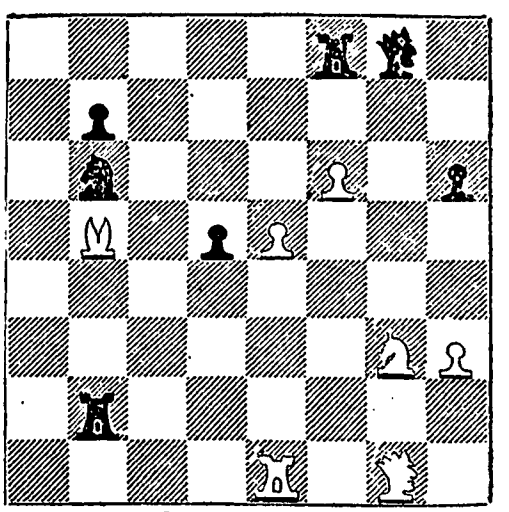
BLACK MOVES.



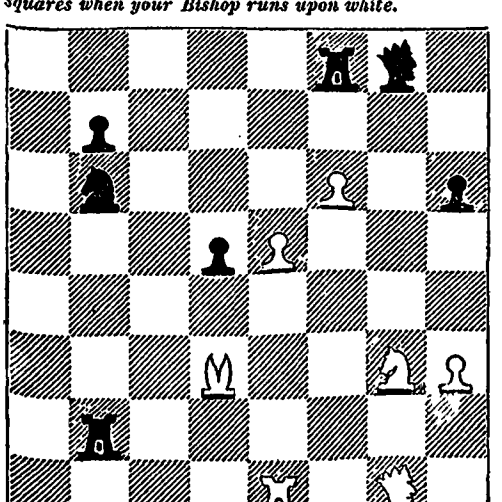
31. *Knight at his 3rd square, having no better move.*



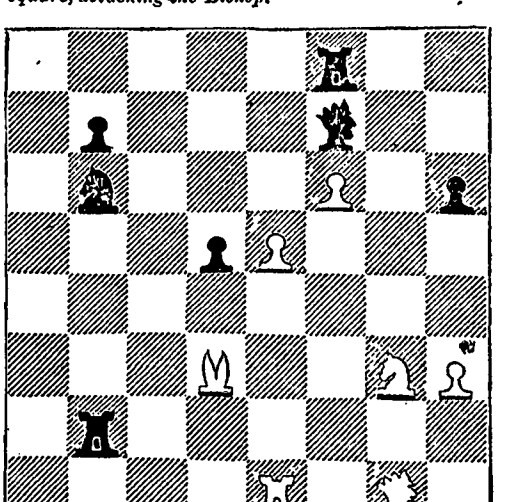
32. *Bishop's Pawn advances. In an attack it is material that your Pawns should be upon black squares when your Bishop runs upon white.*



32. *Queen's Castle at White Queen's Knight's 2nd square, attacking the Bishop.*

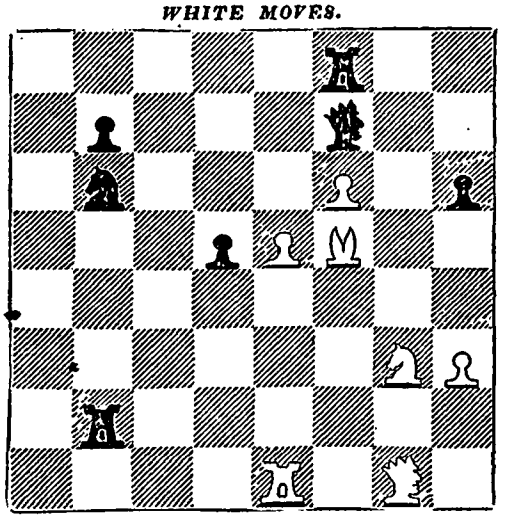


33. *Bishop at Queen's 3rd square, very formidably posted.*



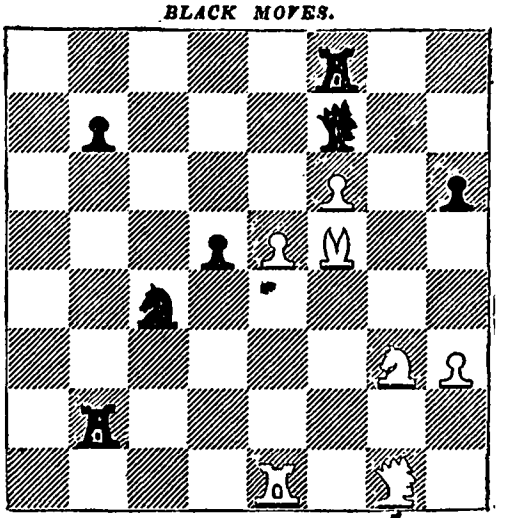
33. *King at Bishop's 2nd square, vainly endeavours to check your progress.*

WHITE MOVES.

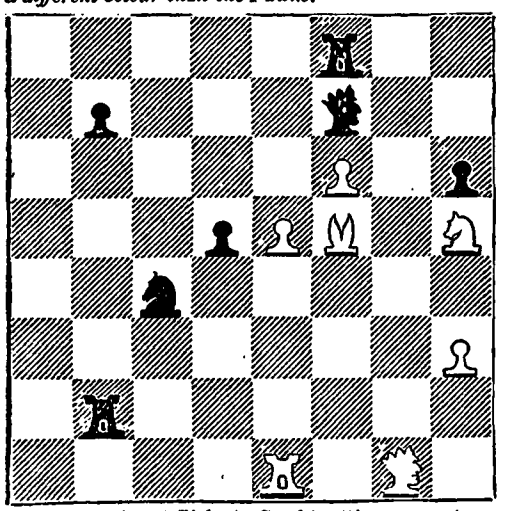


34. *Bishop at black Bishop's 4th square, illustrating the importance of the Bishop running upon a different colour than the Pawns.*

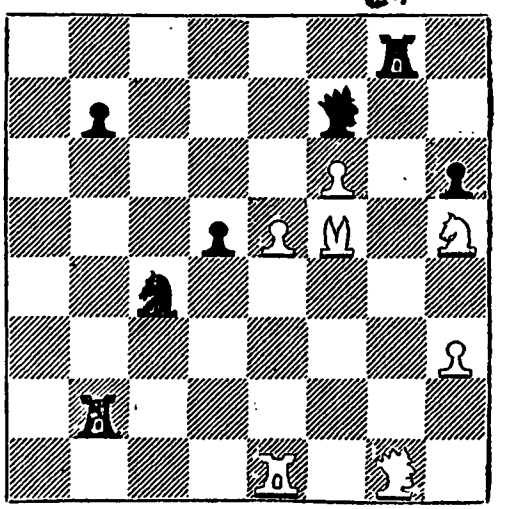
BLACK MOVES.



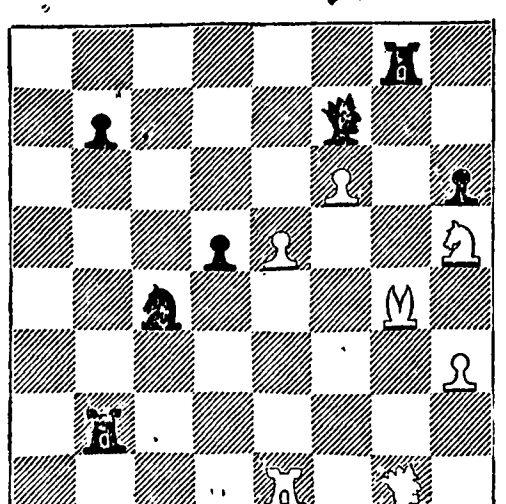
34. *Knight at White Queen's Bishop's [illegible] square, threatening an attack.*



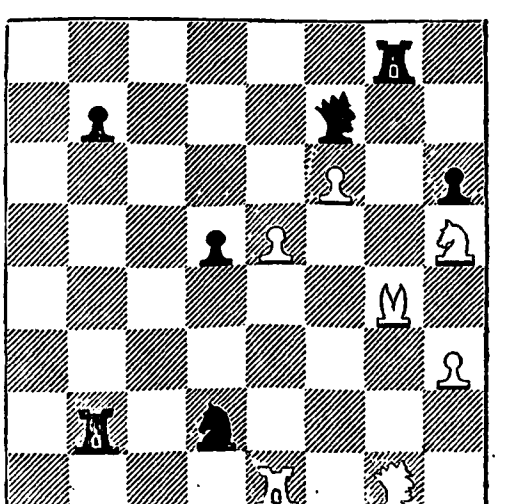
35. *Knight at [illegible]'s Castle's [illegible] square, to co-operate in the defeat.*



35. *King's Castle gives check, hoping to double his Castles.*

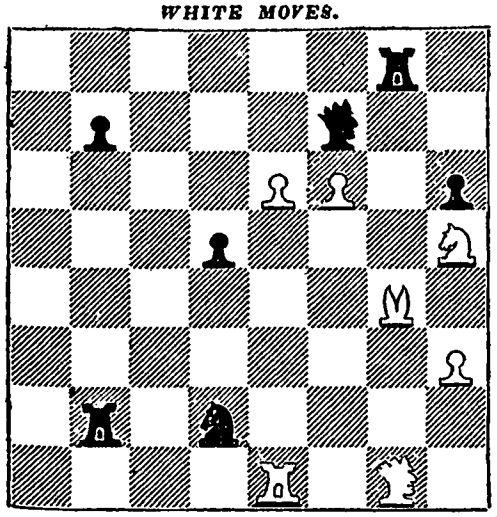


36. *Bishop covers the check, and thus defeats that intention.*



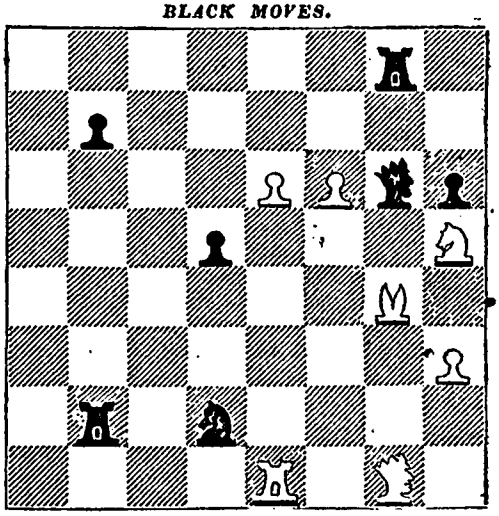
36. *Knight at white Queen's 2nd square, intending to give check.*

WHITE MOVES.

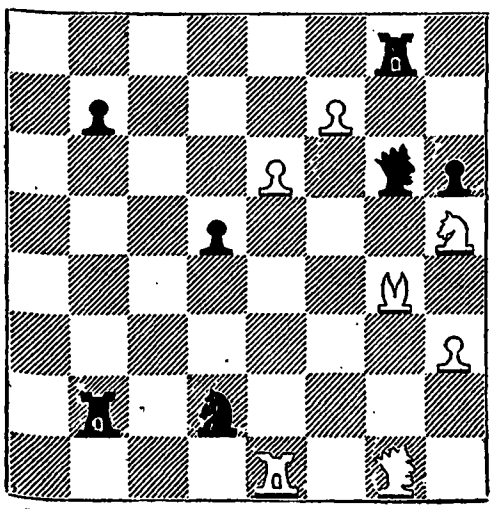


37. *King's Pawn gives check, and defeats that intention.*

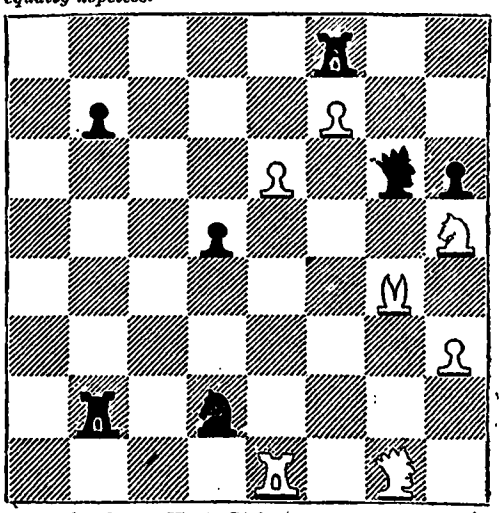
BLACK MOVES.



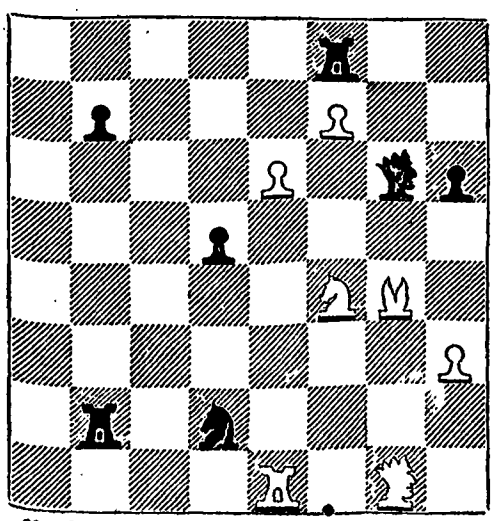
37. *King at Knight's 3rd square: or, if he had moved to Bishop's square, the Game would have been equally hopeless.*



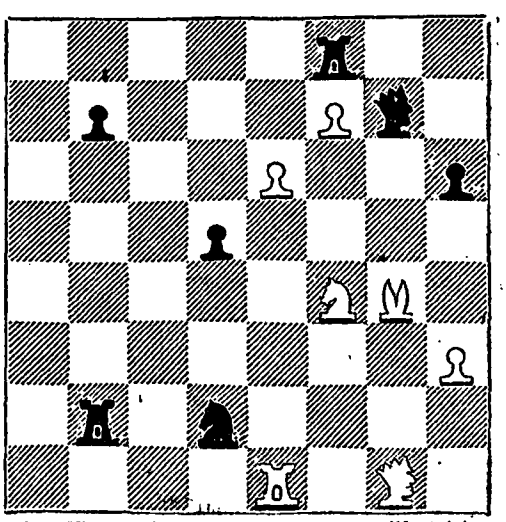
38. *King's Bishop's Pawn advances.*



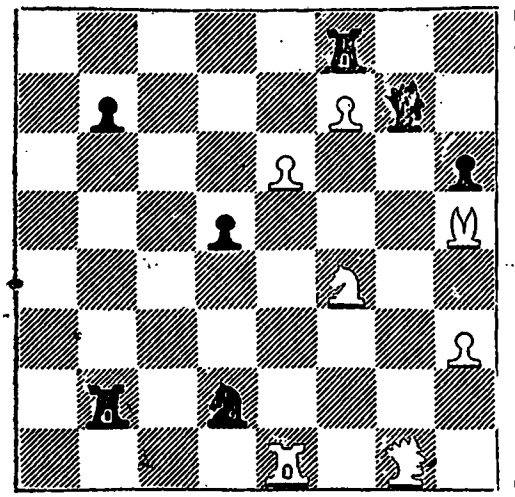
38. *Castle at King's Bishop's square, to stop the progress of the white.*



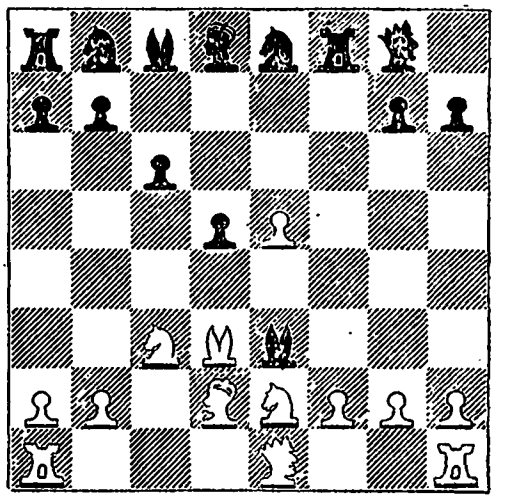
39. *Knight gives check, to make room for Bishop.*



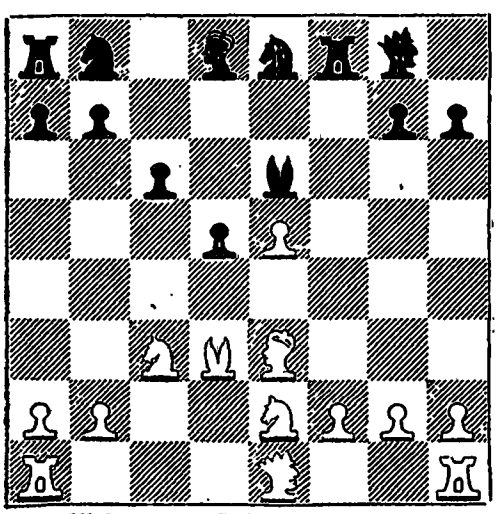
39. *King on his Knight's 2nd square, still striving in vain.*



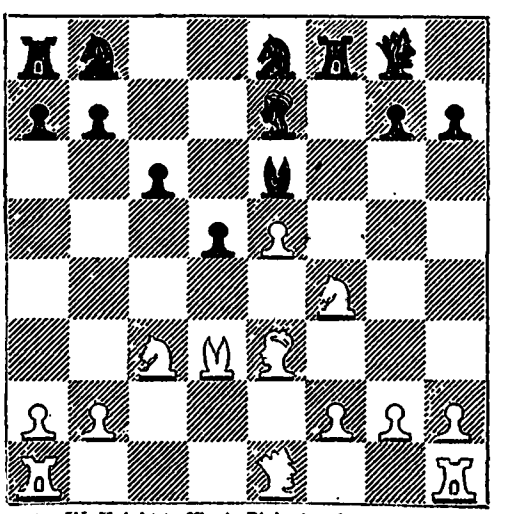
40. *White Bishop to black Castle's 4th. Black plays any where; white pushes to Queen.*



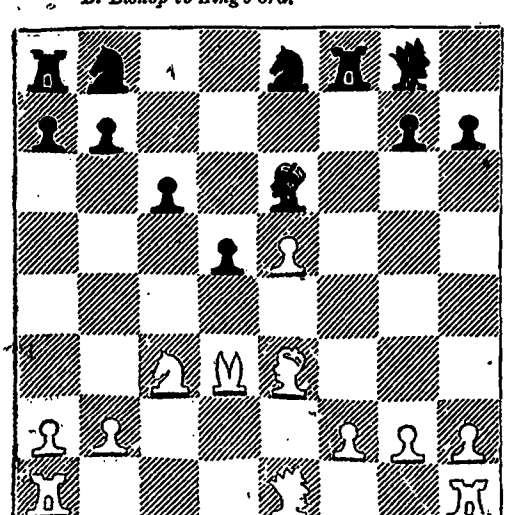
12. *W. Queen's Pawn takes Pawn.*
B. Bishop takes Bishop.



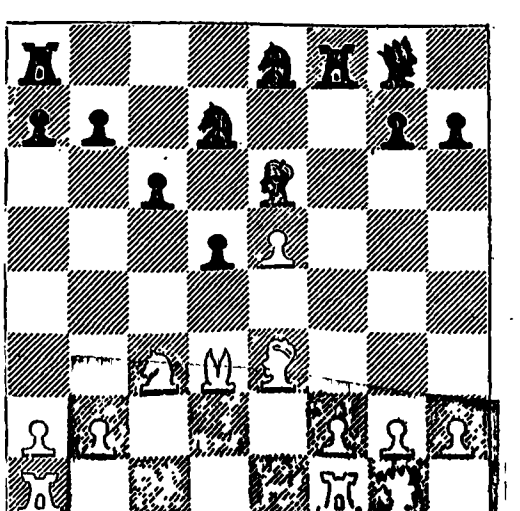
13. *W. Queen takes Bishop.*
B. Bishop to King's 3rd.



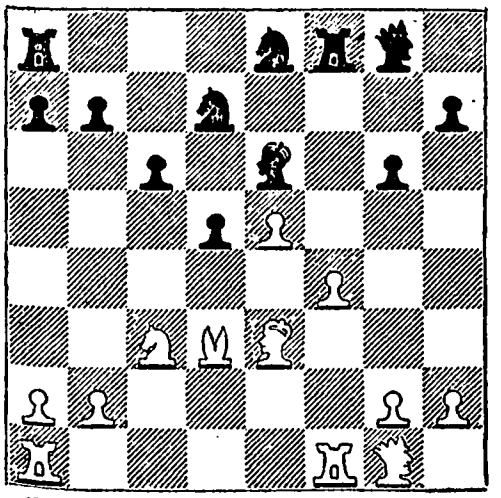
14. *W. Knight to King's Bishop's 4th.*
B. Queen to King's 2nd square.



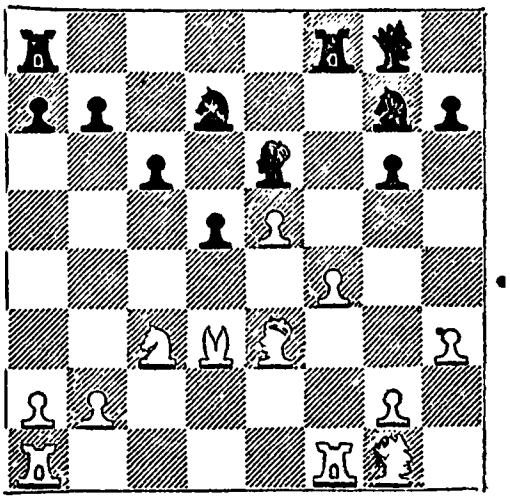
15. *W. Knight takes Bishop.*
B. Queen takes Knight.



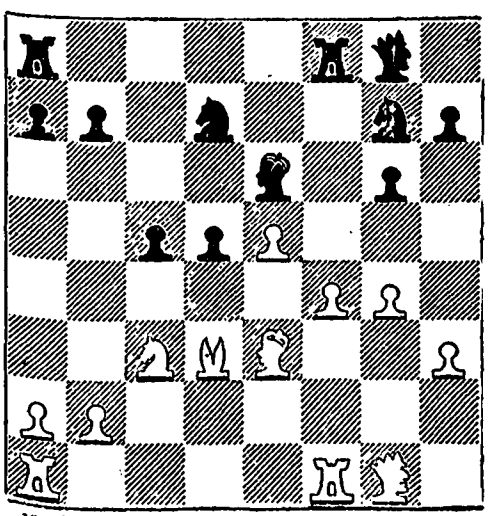
16. *W. King castles on his side.*
B. Knight to Queen's 2nd square.



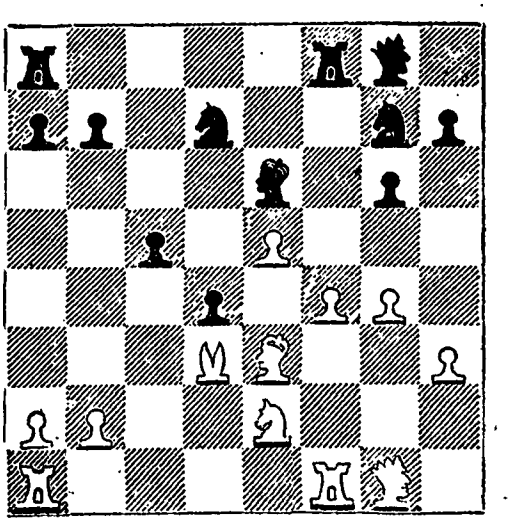
17. *W. K. Bishop's Pawn 2 squares.*
B. K. Knight's Pawn 1 square.



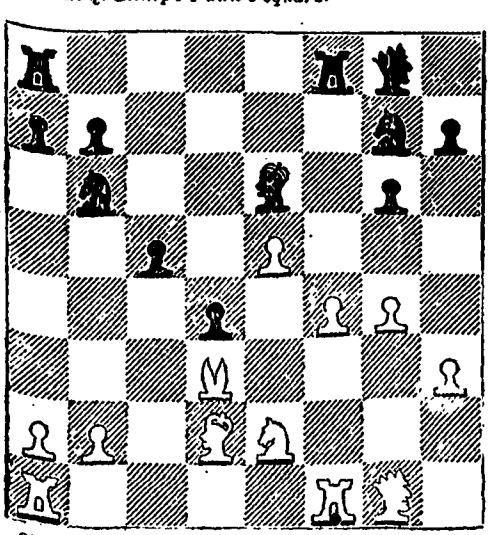
18. *W. K. Castle's Pawn 1 square.*
B. K. Knight to his 2nd square.



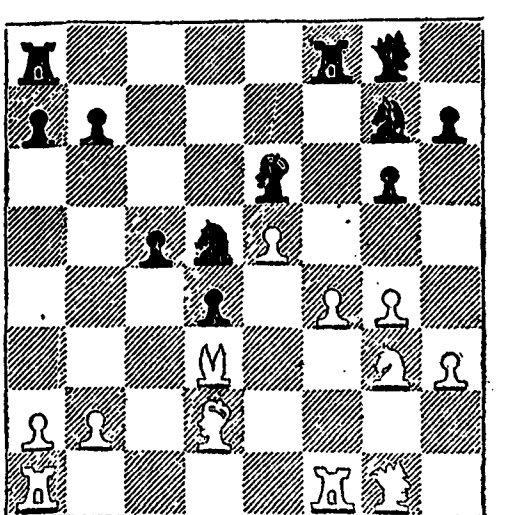
19. *W. K. Knight's Pawn 2 squares.*
B. Q. Bishop's Pawn 1 square.



20. *W. Knight to King's 2nd.*
B. Queen's Pawn 1 square.

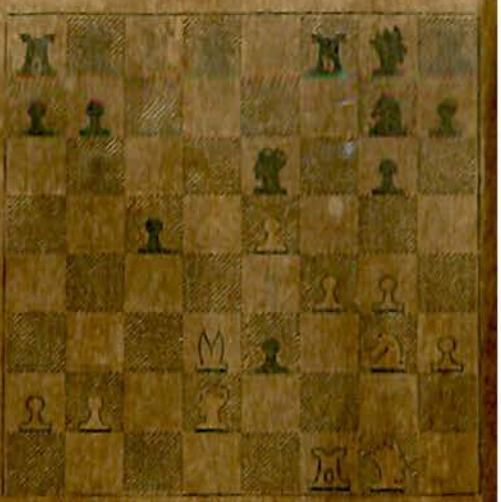


21. *W. Q. to her 2nd square.*
B. Q. Knight to his 3rd square.



22. *W. Knight to his 3rd square.*
B. Q. Knight to Queen's 4th square.

23. W. Q. [illegible] at King's square.
B. Knight at white King's 3rd square.

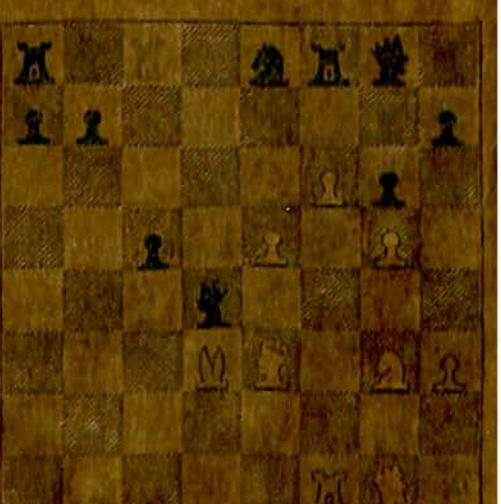


24. W. Castle takes Knight.
B. Pawn takes Castle.

25. W. Queen takes Pawn.
B. Queen takes Castle's Pawn.

26. W. Bishop's Pawn 1 square.
B. Queen takes Knight's Pawn.

27. W. Bishop's Pawn 1 square.
B. Knight to King's square.



28. W. Knight's Pawn 1 square.
B. Queen to K[illegible] 8th square.

29. W. Queen takes Queen.
B. Pawn takes Queen.

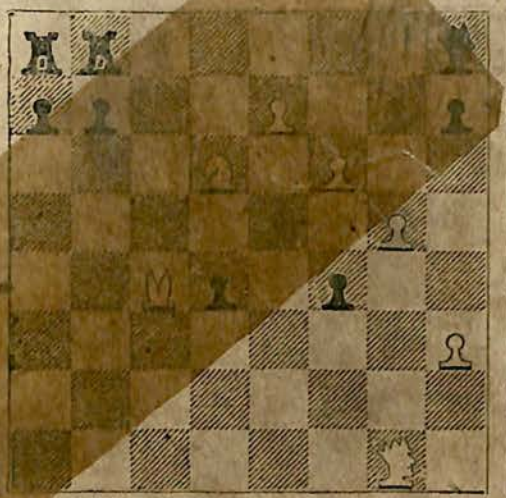
30. W. King's Pawn 1 square.
B. Knight to Queen's 2nd.

31. W. Knight to King's 4th.
B. Knight to K. Bishop's 4th.

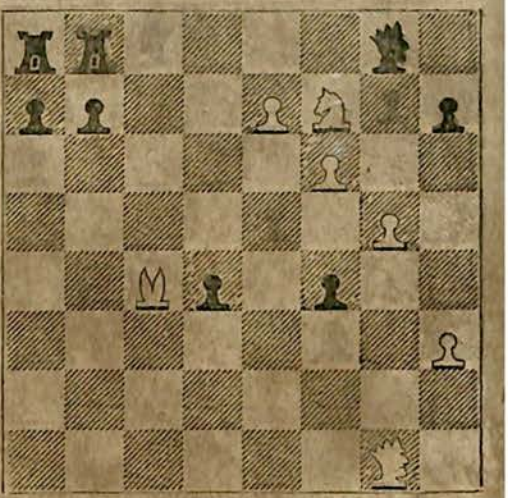
32. W. Castle takes Knight.
B. Pawn takes Castle.

33. W. Knight to Black Queen's 3rd square.
B. Bishop's Pawn 1 square.

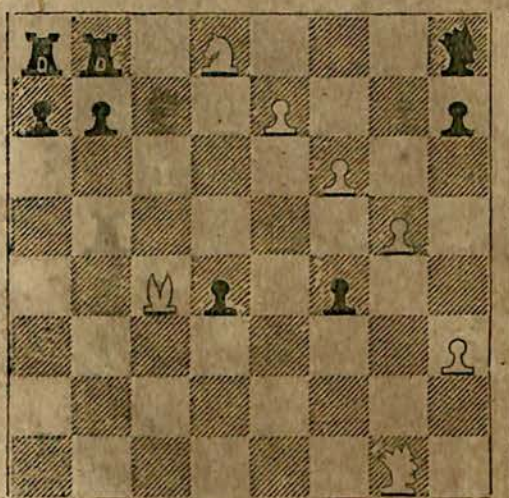
34. W. King's Pawn 1 square.
B. K. Castle to Q. Knight's 3rd.



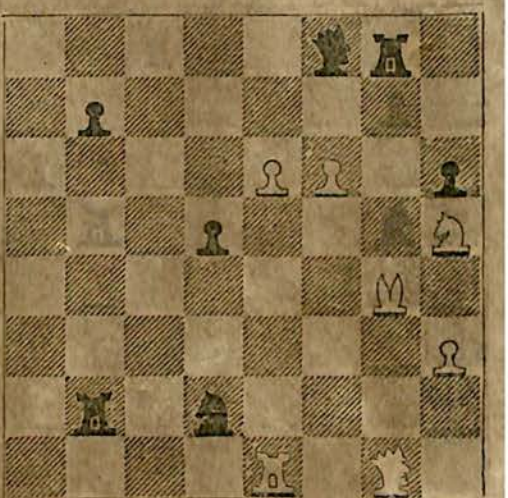
35. *W. Bishop gives check.*
B. King on Castle's square.



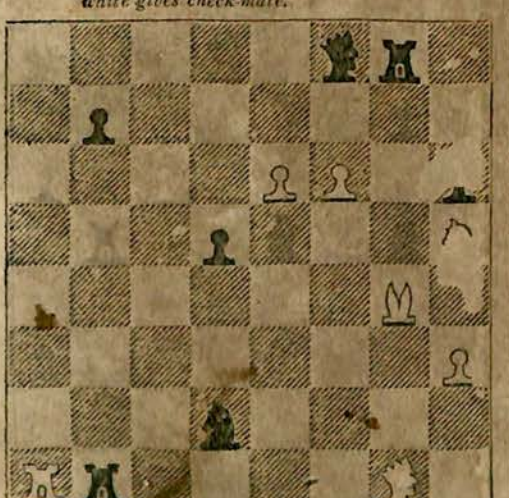
36. *W. Knight gives check.*
B. King to Knight's square.



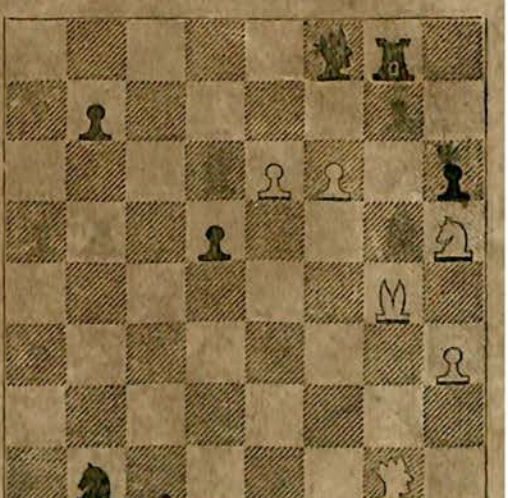
37. *W. Knight at B. Queen's sq. discovers check.*
B. King to his Castle's square; and, afterwards, white gives check-mate.



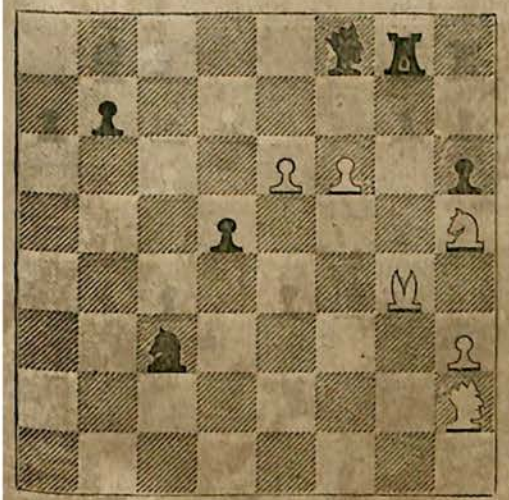
37. *W. King's Pawn gives check. (2nd Var.)*
B. King at his Bishop's square.



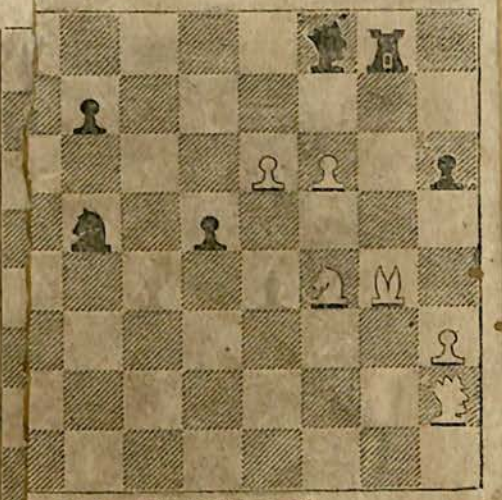
38. *W. Castle to Q. Castle's square.*
B. Castle gives check at Q. Knight's square.



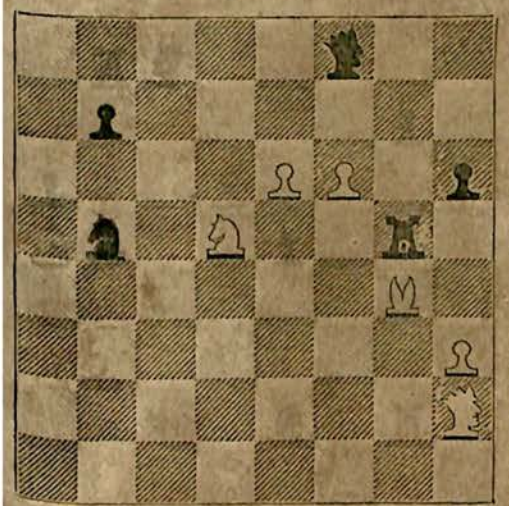
39. *W. Castle takes Castle.*
B. Knight takes Castle.



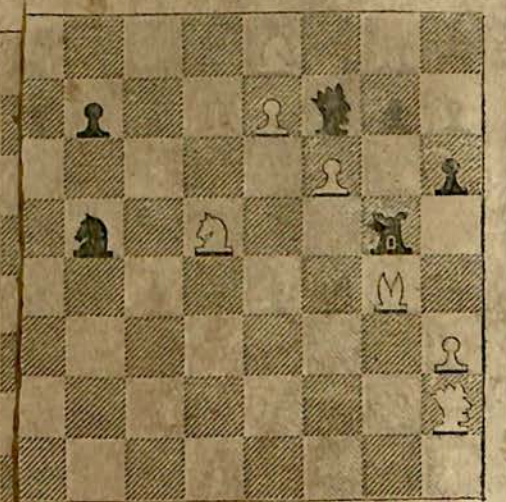
40. *W. King to Castle's 2nd square.*
B. Knight to W. Q. Bishop's 3rd.



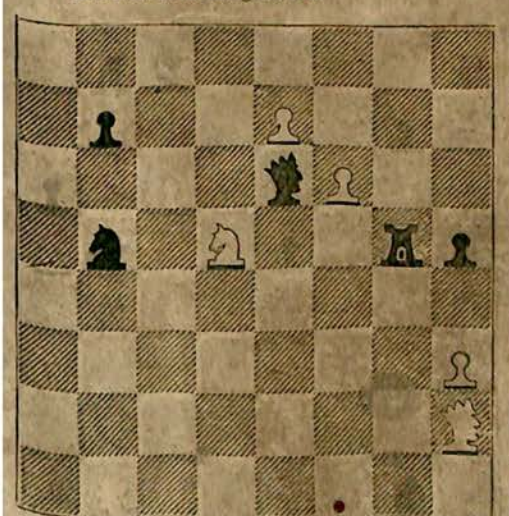
41. *W. Knight to K. Bishop's 4th.*
B. Knight to his 4th square.



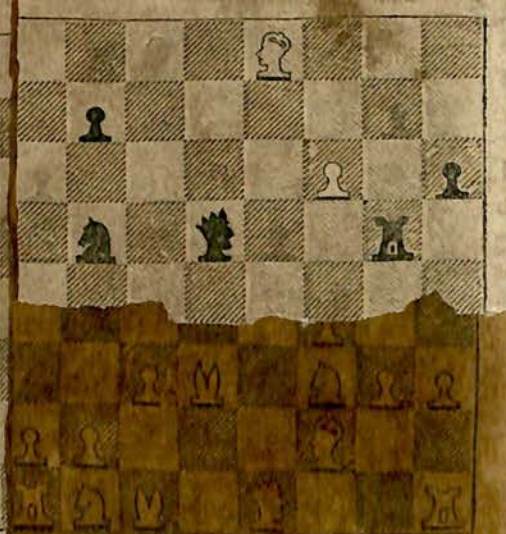
42. *W. Knight takes Pawn.*
B. Castle to K. Knight's 4th.



43. *W. King's Pawn gives check.*
B. King to Bishop's 2nd square.



44. *W. Bishop gives check at B. King's 3rd.*
B. King takes Bishop.



45. *W. K. Knight to Bishop's 3rd.*
B. K. Bishop to King's 2nd.

1. B. King's Pawn 2 squares.
R. the same.

2. W. K. Bishop to Q. Bishop's 4th.
B. Q. Bishop's Pawn 1 square.

3. W. Queen's Pawn 2 squares.
B. Pawn takes Pawn. (Note.)

4. W. Queen takes Pawn.
B. Queen's Pawn 1 square.

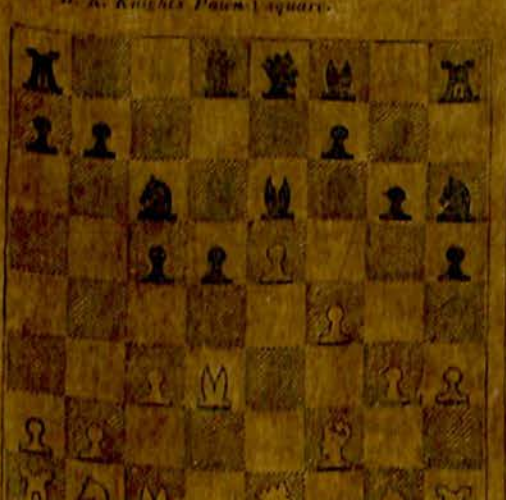
6. W. [illegible] Bishop at Queen's 3d.
B. Queen's Pawn 1 square.

7. W. King's Pawn 1 square.
B. Queen's Bishop's Pawn 1 square.

8. W. Queen to K. Bishop's 2nd.
B. Q. Knight to Bishop's 3rd. (Note.)

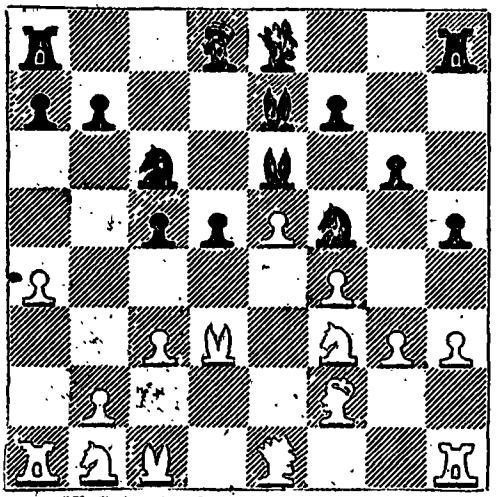
9. W. Q. Bishop's Pawn 1 square.
B. K. Knight's Pawn 1 square.

10. W. K. Castle's Pawn 1 square.
B. K. Castle's Pawn 2 squares. (Note.)

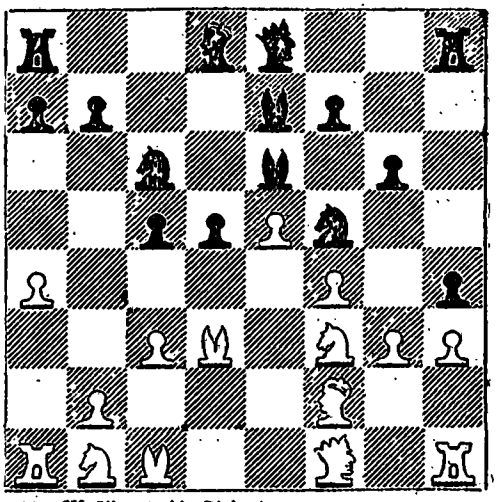


11. W. K. Knight's Pawn 1 Square.
B. K. Knight to Castle's 3rd.

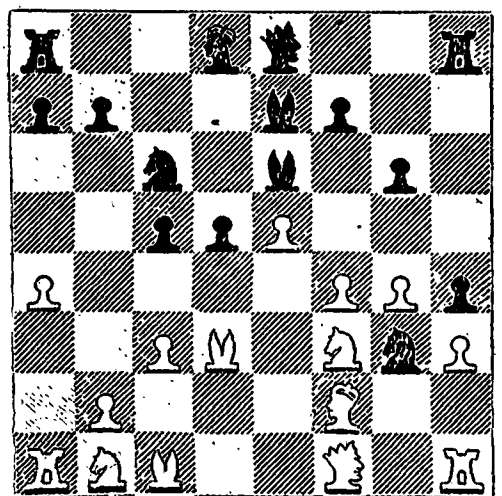
12. W. K. Knight to Bishop's 3rd.
B. K. Bishop to King's 2nd.



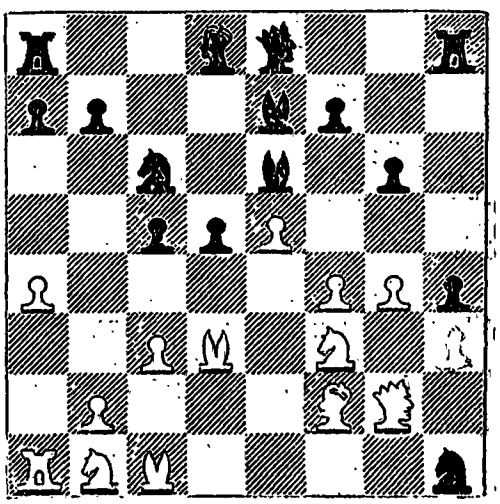
13. *W. Q. Castle's Pawn 2 squares.* (Note.)
B. K. Knight to Bishop's 4th square.



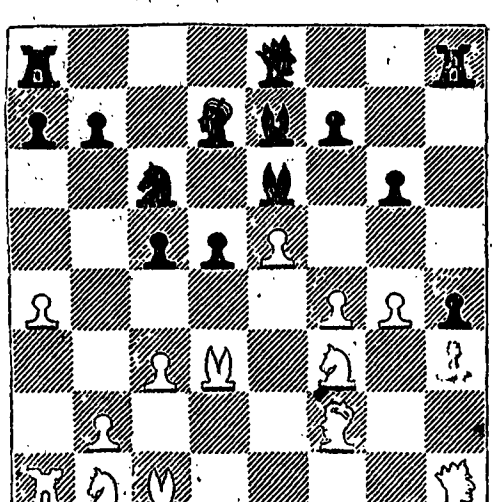
14. *W. King to his Bishop's square.*
B. K. Castle's Pawn 1 square.



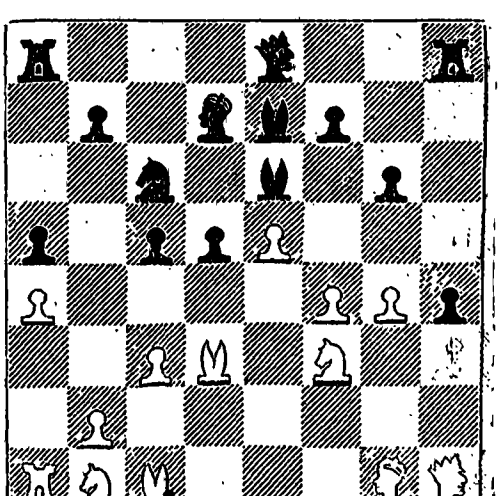
15. *W. K. Knight's Pawn 1 square.*
B. K. Knight gives check.



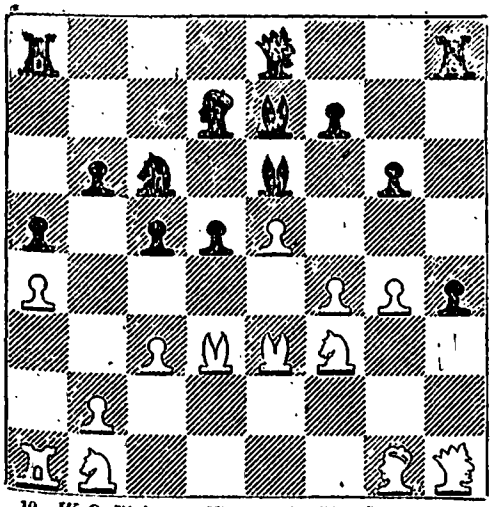
16. *W. King to Knight's 2nd.*
B. Knight takes Castle.



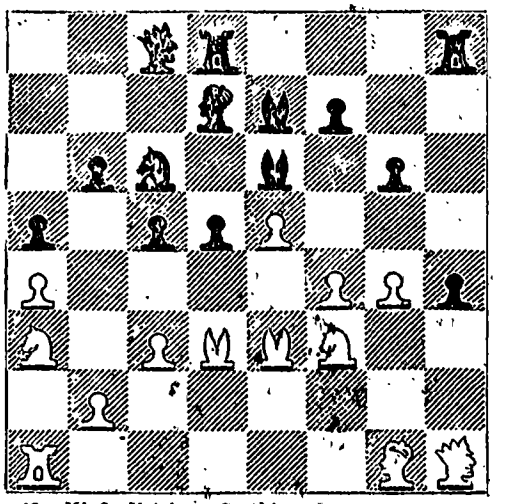
17. *W. King takes Knight.* (Note.)
B. Queen to her 2nd square.



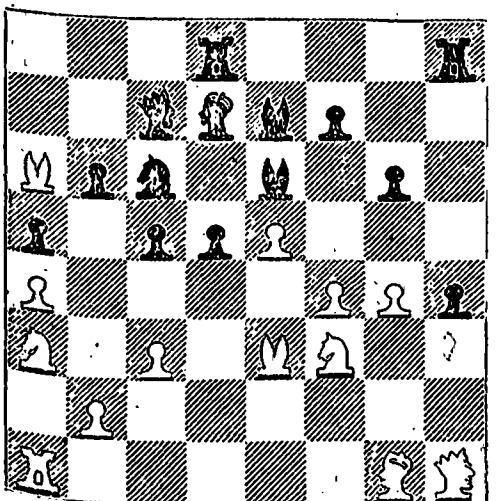
18. *W. Queen to K. Knight's square.* (Note.)
B. Q. Castle's Pawn 2 squares.



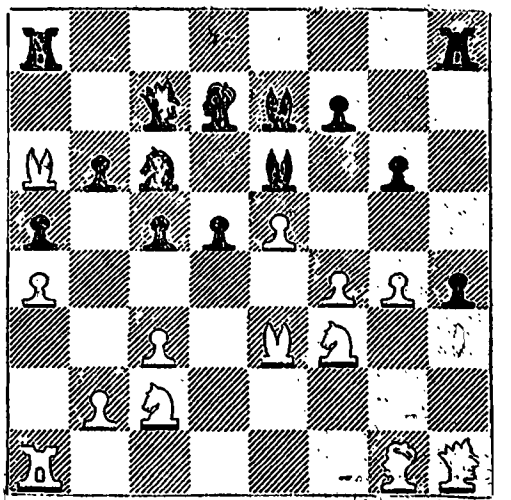
19. *W. Q. Bishop to King's 3rd. (Note.)*
B. Q. Knight's Pawn 1 square.



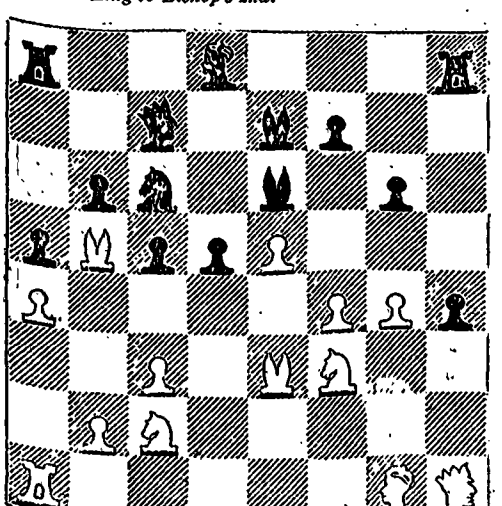
20. *W. Q. Knight to Castle's 3rd.*
B. King castles on his Queen's side.



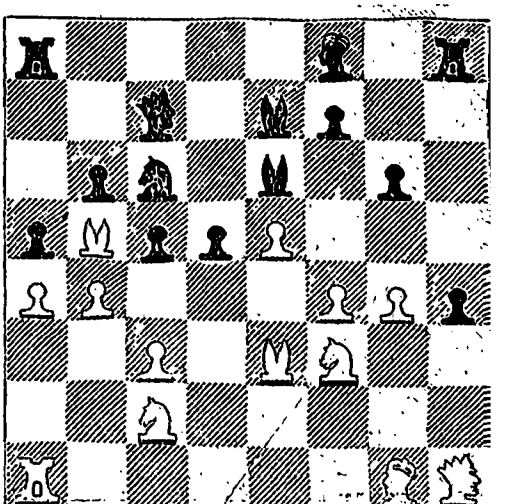
21. *W. K. Bishop gives check.*
B. King to Bishop's 2nd.



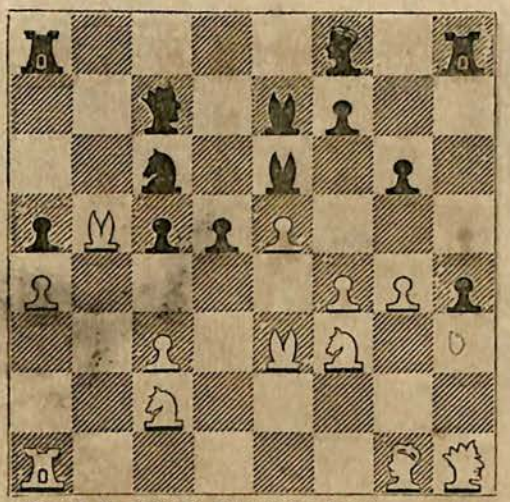
22. *W. Q. Knight to Bishop's 2nd.*
B. Q. Castle on his own square. (Note.)



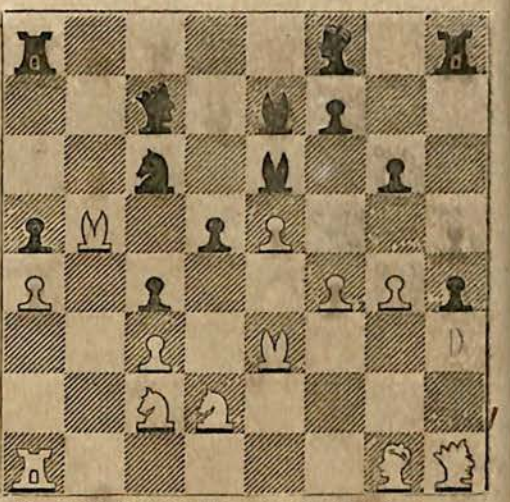
23. *W. K. Bishop to Q. Knight's 5th.*
B. Queen to her own square. (Note.)



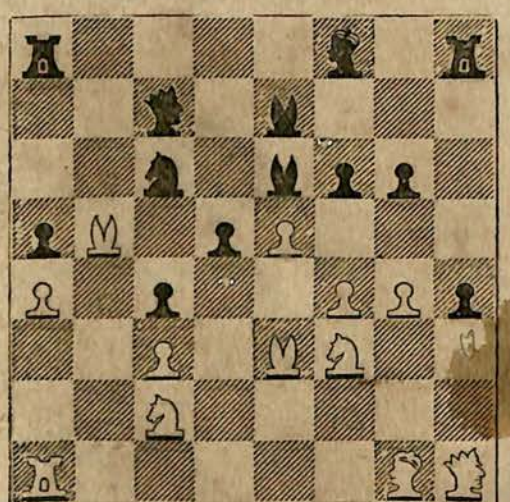
24. *W. Q. Knight's Pawn 2 squares.*
B. Queen to K. Bishop's square.



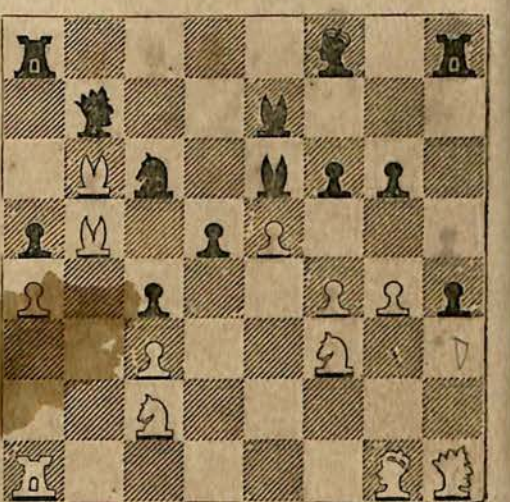
25. *W. Q. Knight's Pawn takes Pawn.*
B. Q. Knight's Pawn reprises.



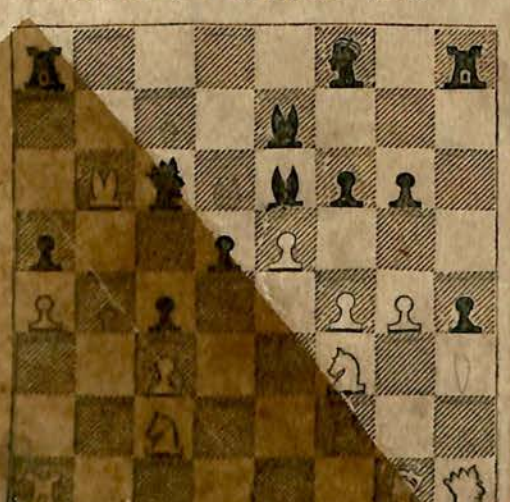
26. *W. K. Knight to Queen's 2nd.* (Note.)
B. Q. Bishop's Pawn 1 square.



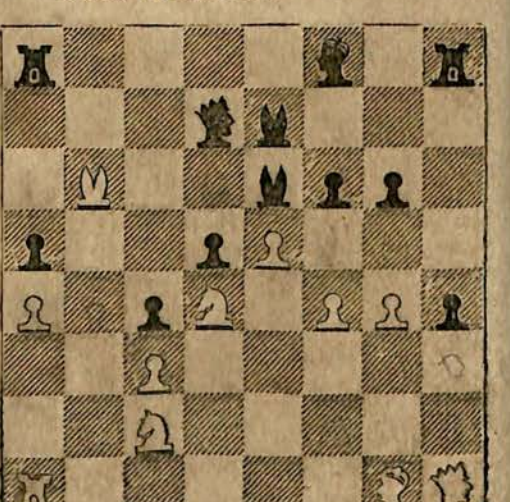
27. *W. K. Knight to Bishop's 3rd.*
B. K. Bishop's Pawn 1 square. (Note.)



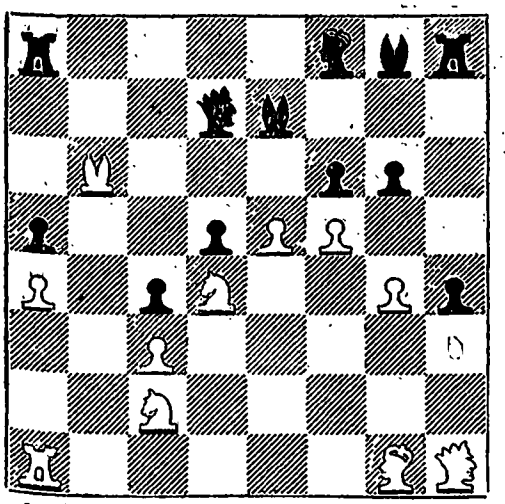
28. *W. Bishop gives check.*
B. King to Knight's 2nd.



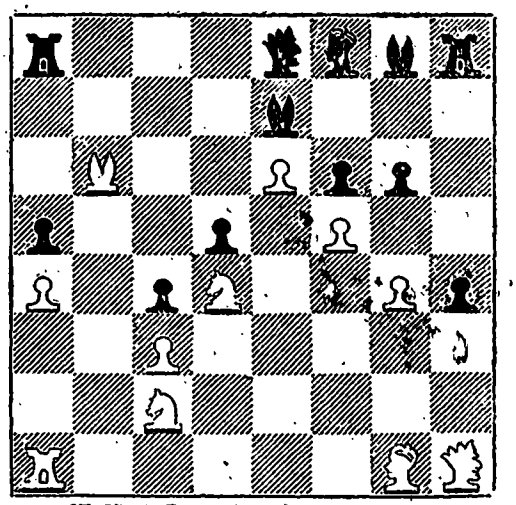
29. *W. Bishop takes Knight, and gives check.*
B. King takes Bishop.



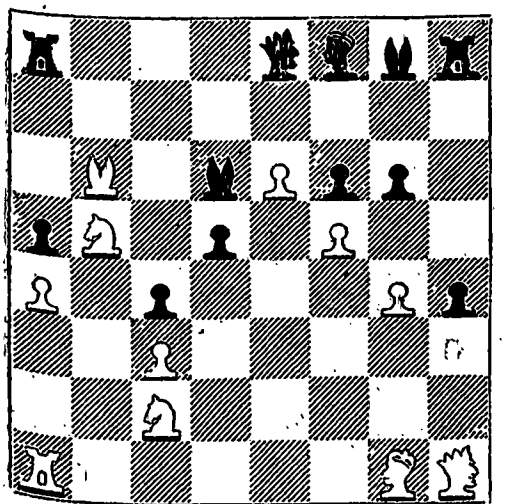
30. *W. King's Knight gives check.*
B. King to Queen's 2nd. (Note.)



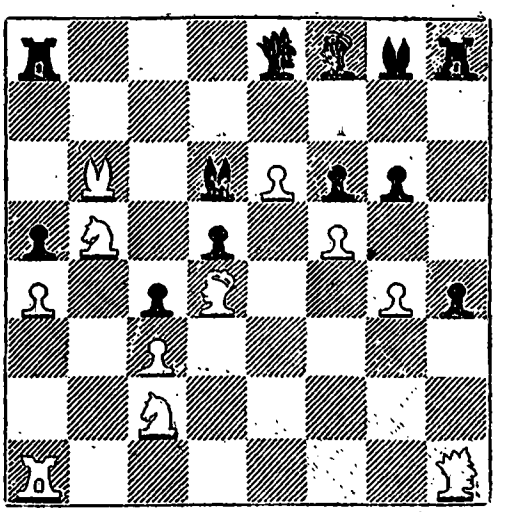
31. *W. K. Bishop's Pawn advances.*
B. Q. Bishop to K. Knight's square.



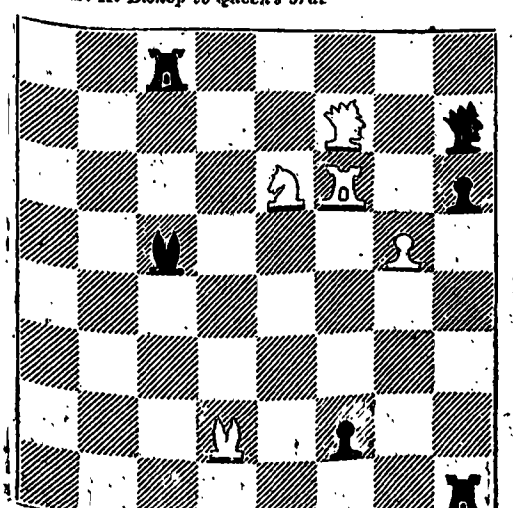
32. *W. King's Pawn gives check.*
B. King to his own square.



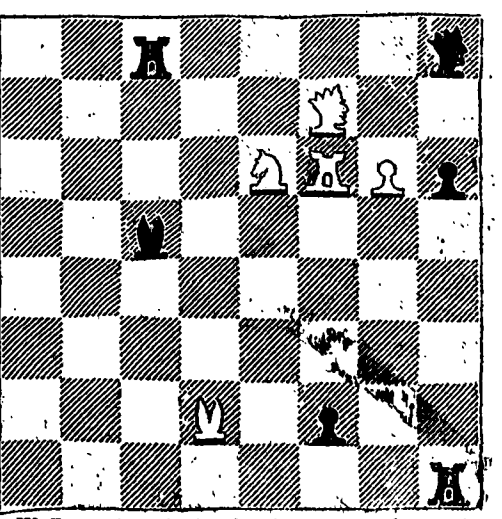
33. *W. Knight to Q. Knight's 5th.*
B. K. Bishop to Queen's 3rd.



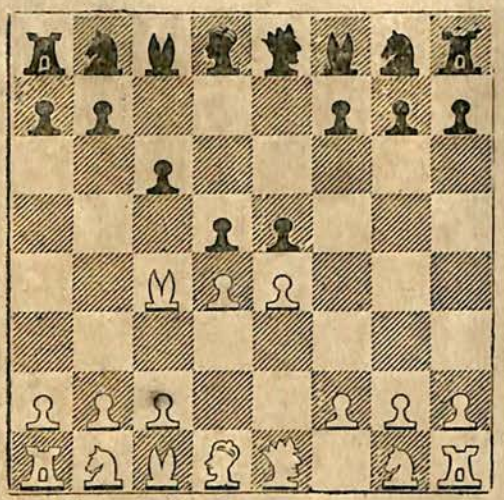
34. *W. Queen to her 4th square, will afterwards take Queen's Pawn, distress his pieces, and win.*



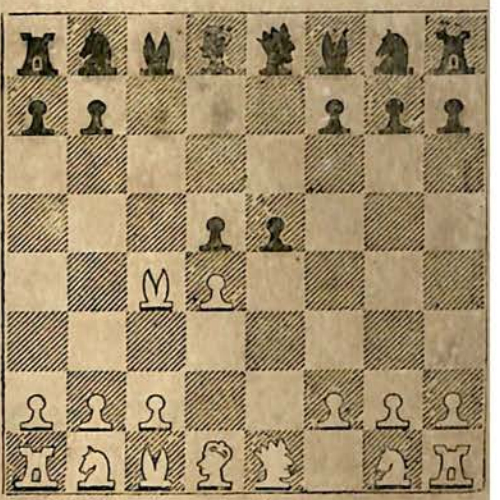
Critical situation from Stamma.
White to play will give Check-mate in 4 moves.



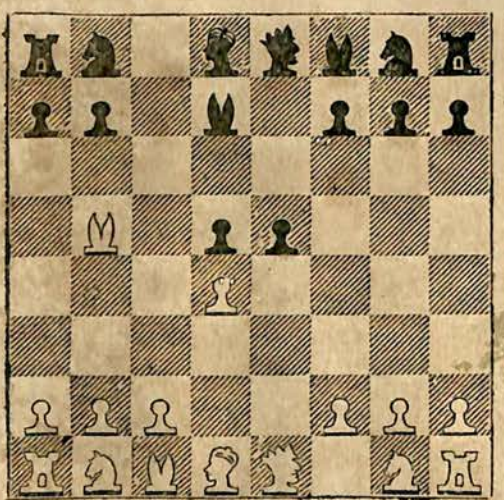
W. Pawn gives check. B. King on 8; afterwards, the Pawn again checks; the W. Castle will take Pawn; the B. Castle will reprise, & Kt. will give Check-mate.



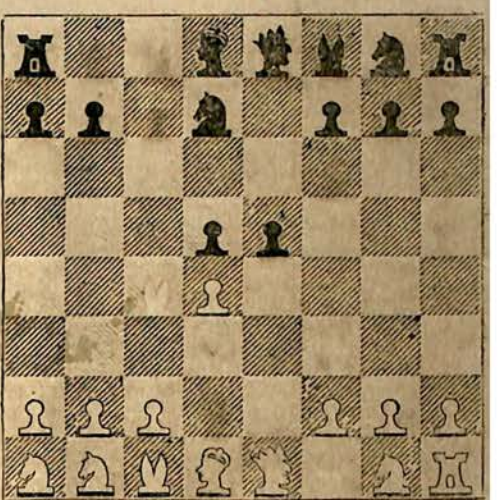
3. *W. Queen's Pawn 2 squares.*
B. the same.



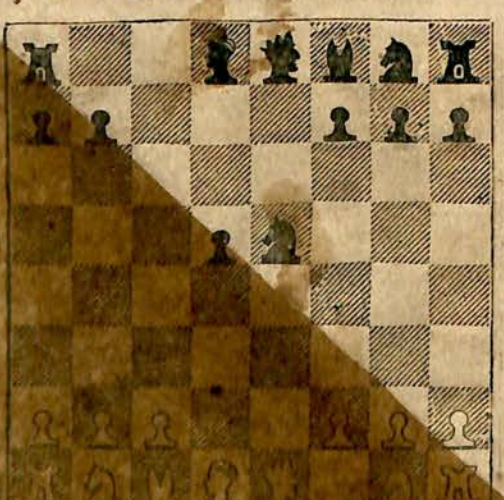
4. *W. King's Pawn takes Pawn.*
B. Q. Bishop's Pawn reprises.



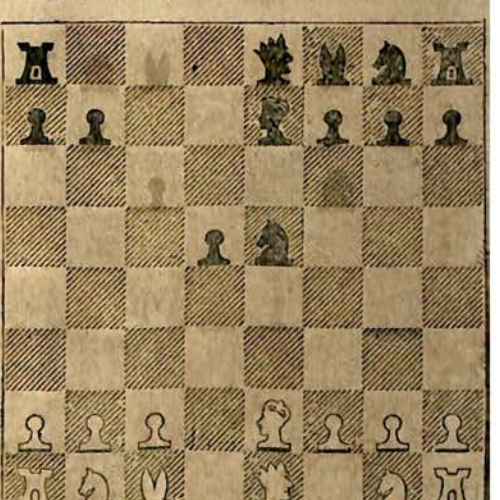
5. *W. Bishop gives check.*
B. Bishop interposes.



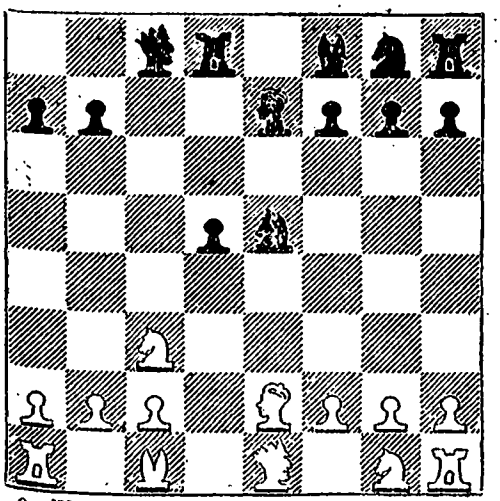
6. *W. Bishop takes Bishop.*
B. Knight reprises.



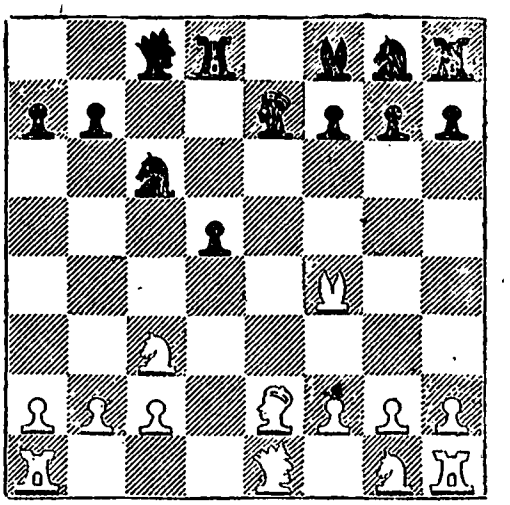
7. *W. Q. Pawn takes Pawn.*
B. Knight reprises.



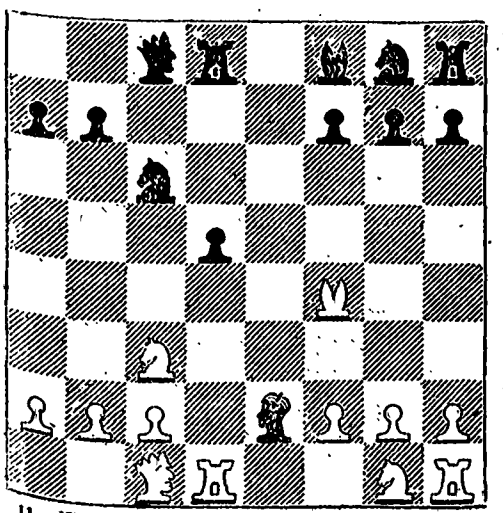
8. *W. Queen to King's 2nd square.*
B. like manœuvre.



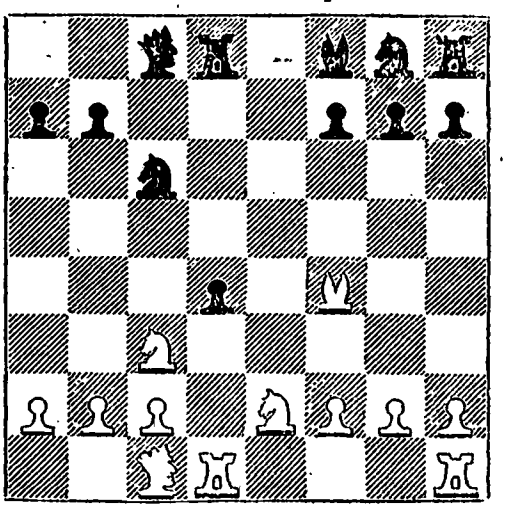
9. *W. Q. Knight to Bishop's 3rd square.*
B. King castles.



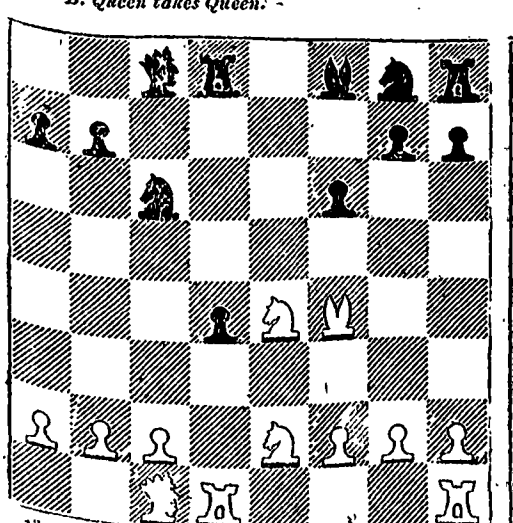
10. *W. Bishop to K. Bishop's 4th square.*
B. Q. Knight to Bishop's 3rd square.



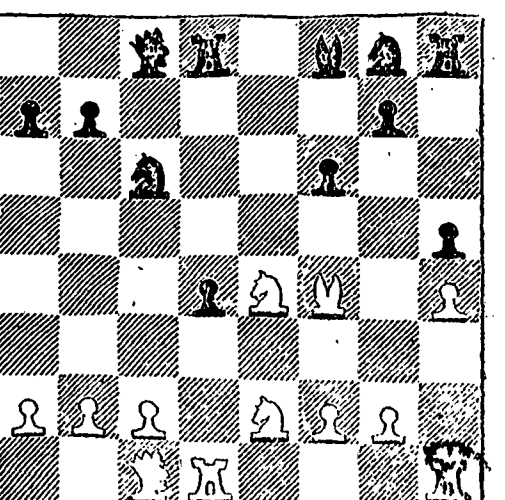
11. *W. King castles.*
B. Queen takes Queen.



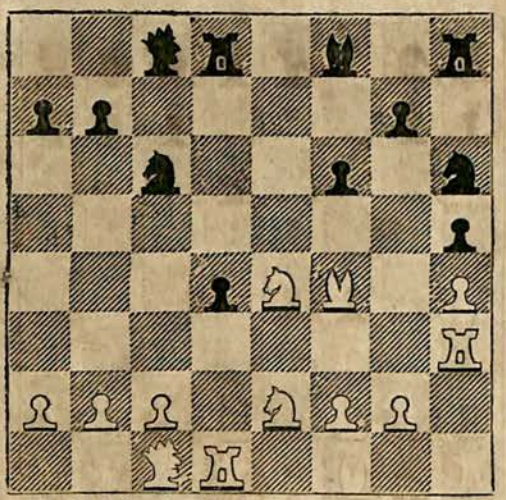
12. *W. K. Knight takes Queen.*
B. Queen's Pawn advances.



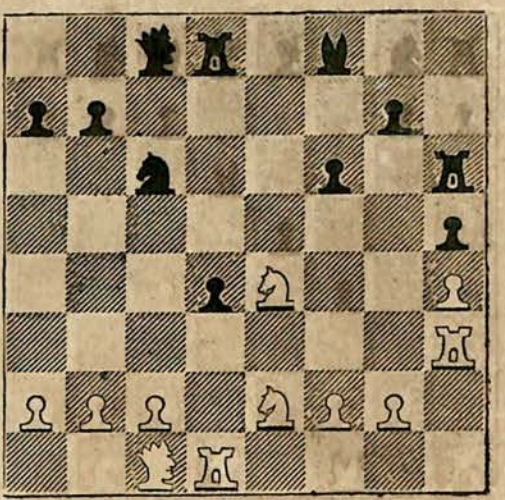
13. *W. Q. Knight to King's 4th square.*
B. K. Bishop's Pawn 1 square.



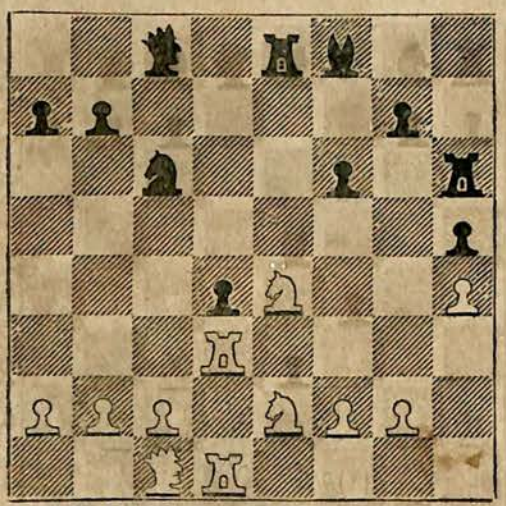
14. *W. K. Castle's Pawn 2 squares.*
B. the same.



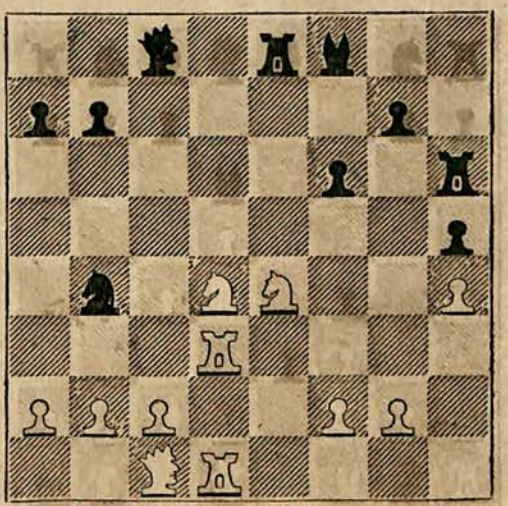
15. *W. K. Castle to its 3rd square.*
B. K. Knight to his Castle's 3rd square.



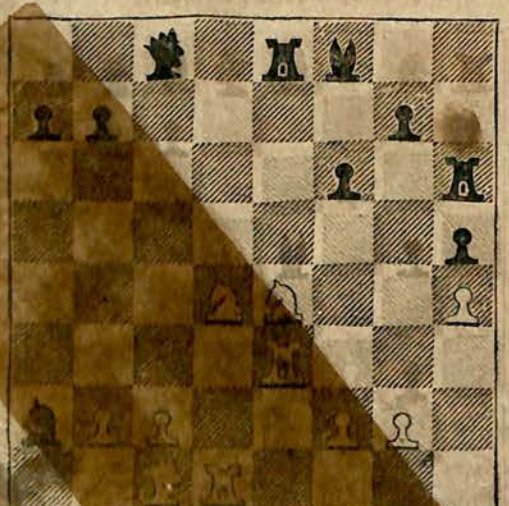
16. *W. Bishop takes Knight.*
B. Castle takes Bishop.



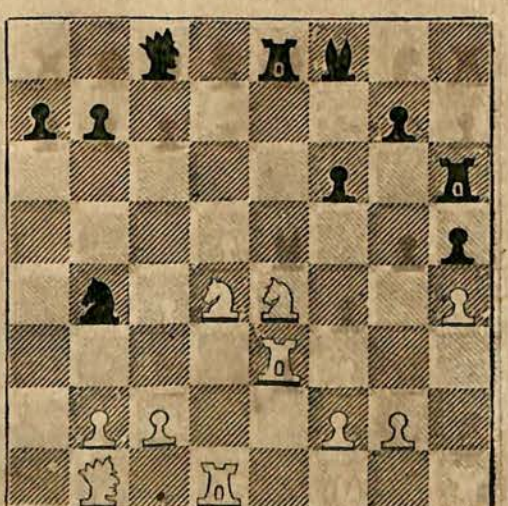
17. *W. K. Castle to Queen's 3rd square.*
B. Q. Castle to the King's square.



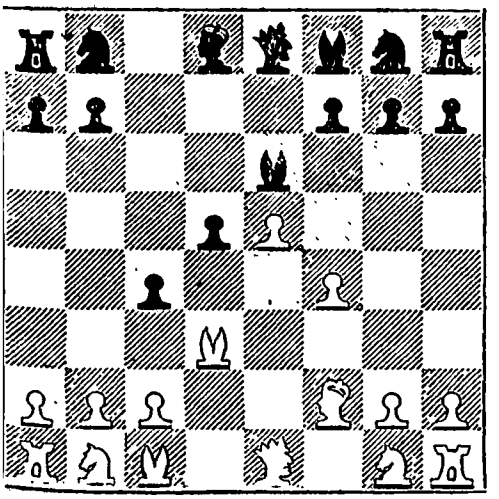
18. *W. K. Knight takes the Pawn.*
B. Knight to 5th square.



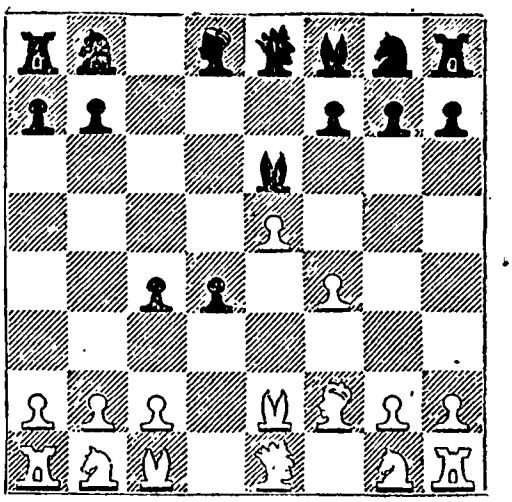
19. *W. K. Castle to King's 3rd square.*
B. Knight takes Castle's Pawn, and gives check.



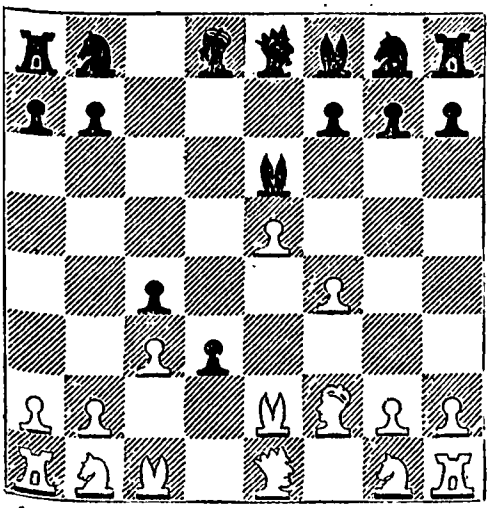
20. *W. King at Q. Knight's square. B. Knight retires; afterwards, the Knight checks the King and Castle, &c.*



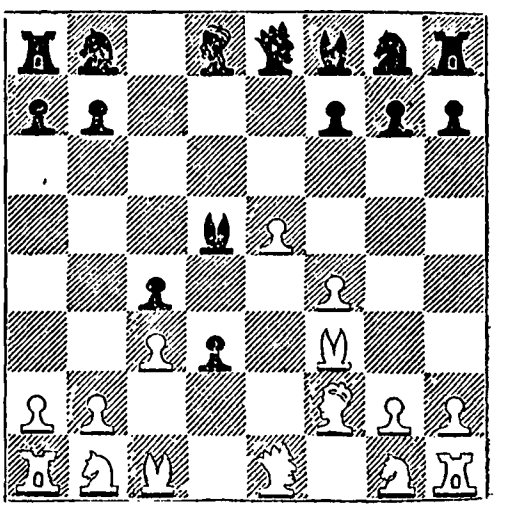
8. *W. Queen to K. Bishop's 2nd square.*
B. Q. Bishop's Pawn advances.



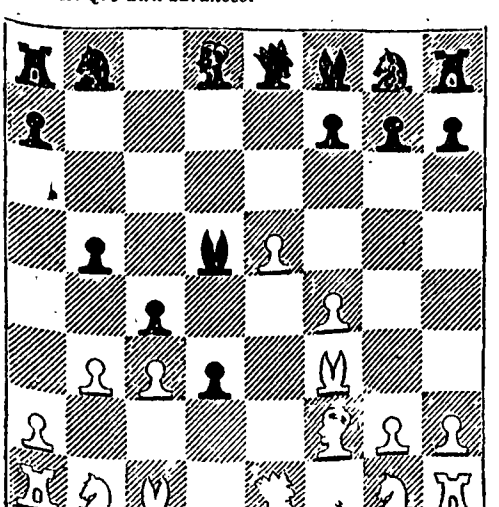
9. *W. K. Bishop to King's 2nd square.*
B. Queen's Pawn advances.



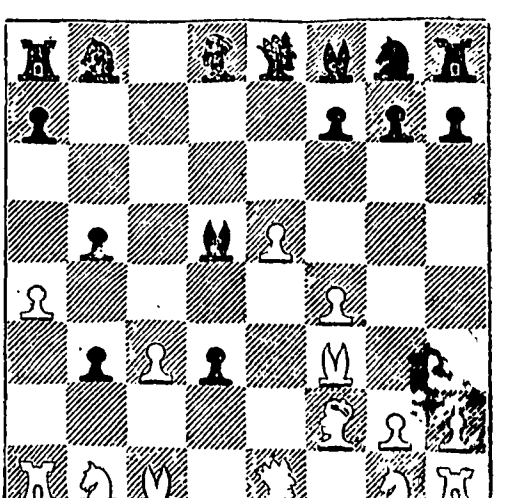
10. *W. Q. Bishop's Pawn 1 square.*
B. Q. Pawn advances.



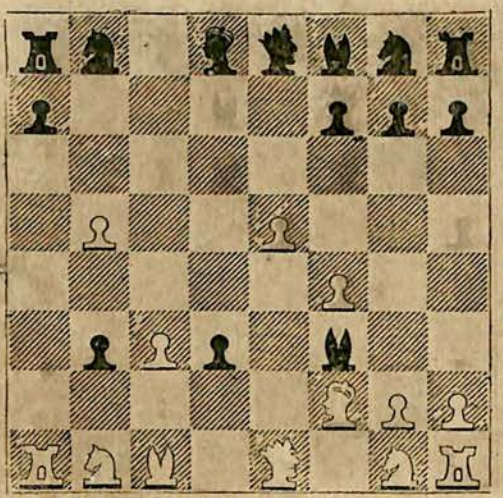
11. *W. K. Bishop to his 3rd square.*
B. Q. Bishop to Queen's 4th square.



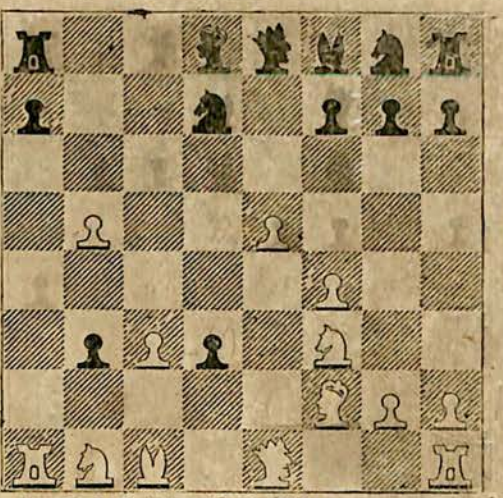
12. *W. Q. Knight's Pawn 1 square.*
B. Q. Knight's Pawn 2 squares.



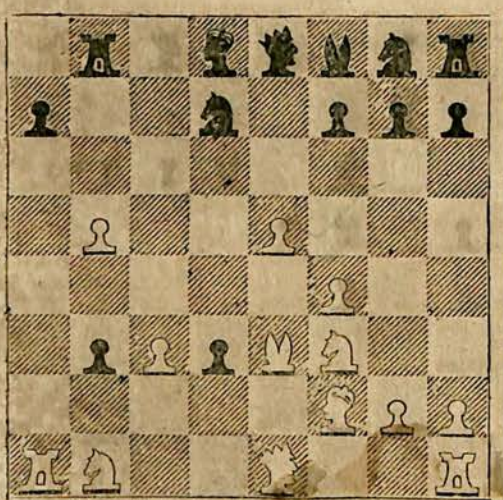
13. *W. Q. Castle's Pawn 2 squares.*
B. Q. Bishop's Pawn takes the Pawn.



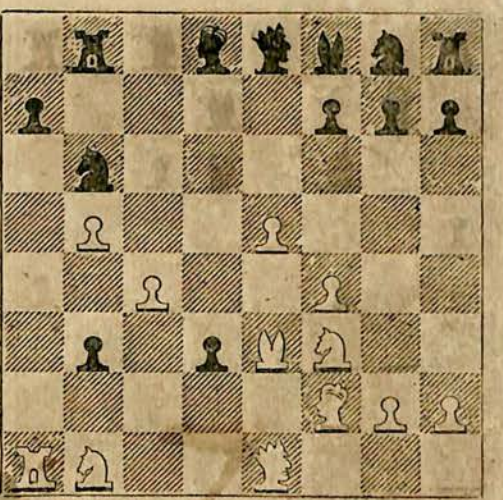
14. *W. Q. Castle's Pawn takes Pawn.*
B. Q. Bishop takes Bishop.



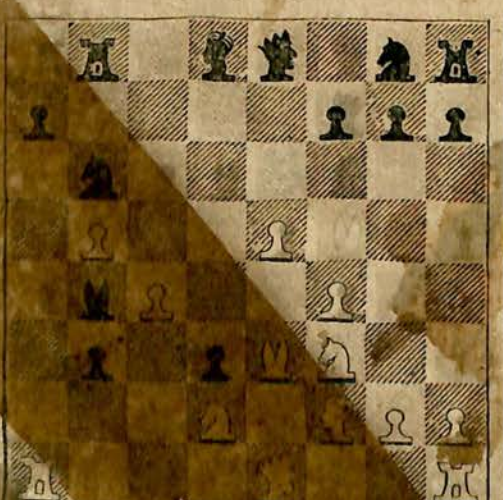
15. *W. K. Knight takes the Bishop.*
B. Q. Knight to his Queen's 2nd square.



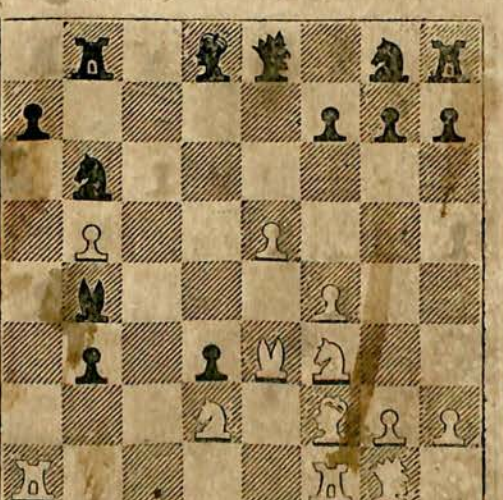
16. *W. Q. Bishop to King's 3rd square.*
B. Castle at Q. Knight's square.



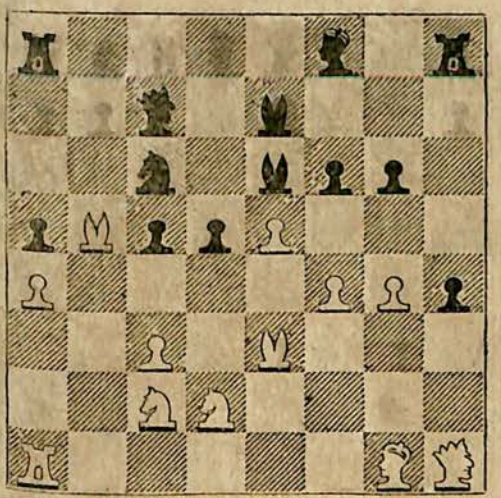
17. *W. Q. Bishop's Pawn 1 square.*
B. Q. Knight to his 3rd square.



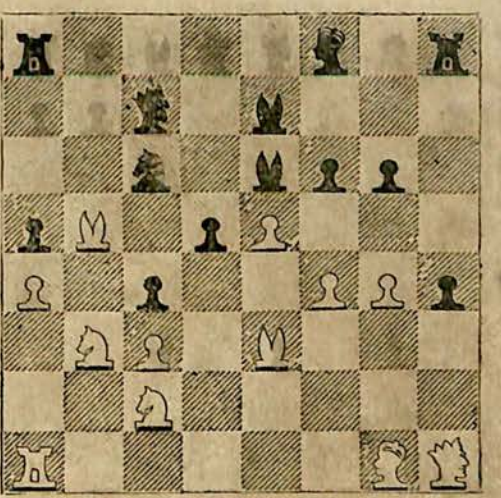
18. *W. Q. Knight to Queen's 2nd square.*
B. K. Bishop to Q. Knight's 5th square.



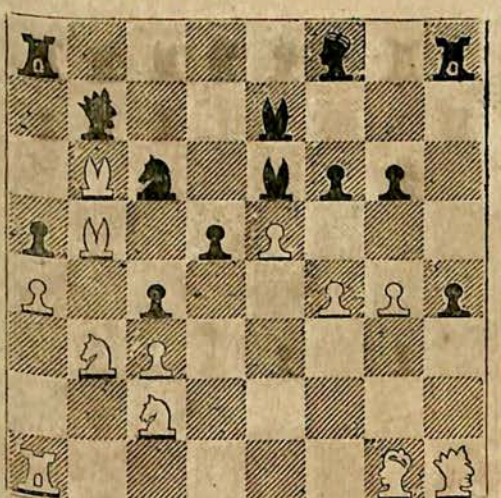
19. *W. King castles, and white will undoubtedly win the Game, because all his Pawns are well situated and sustained.*



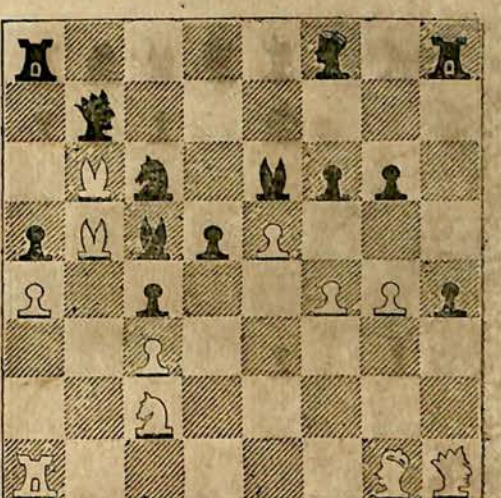
26. *W. K. Knight to Queen's 2nd square.*
B. K. Bishop's Pawn 1 square.



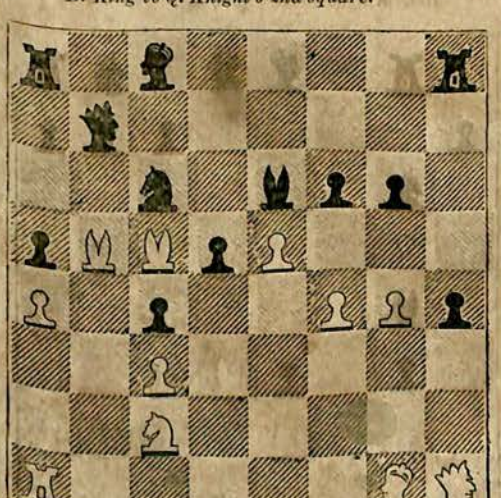
27. *W. K. Knight to Q. Knight 3rd square.*
B. Q. Bishop's Pawn 1 square.



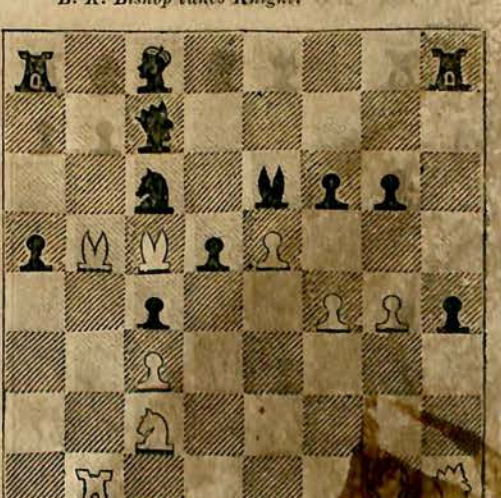
28. *W. Q. Bishop gives check.*
B. King to Q. Knight's 2nd square.



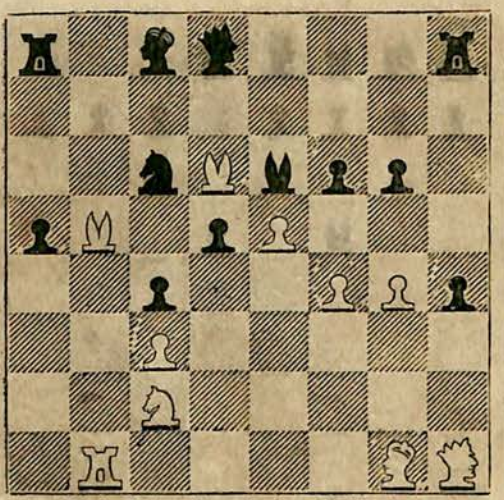
29. *W. K. Knight gives check.*
B. K. Bishop takes Knight.



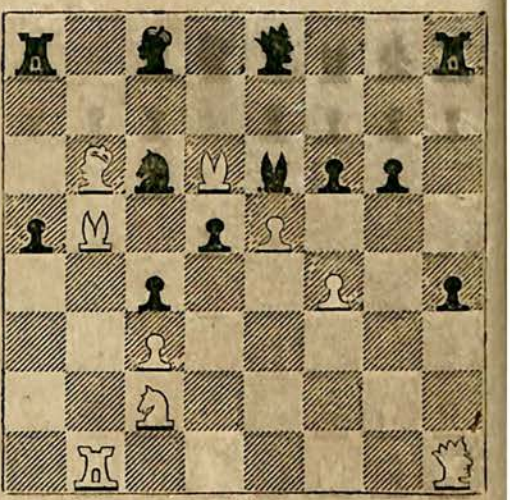
30. *W. Q. Bishop takes Bishop.*
B. Queen to her Bishop's square.



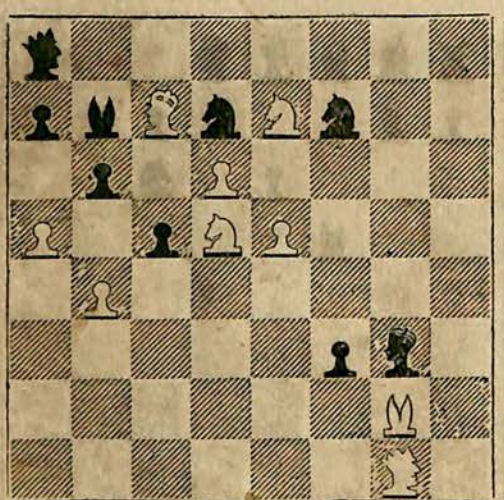
31. *W. Castle to Q. Knight's square.*
B. King to Q. Bishop's 2nd square.



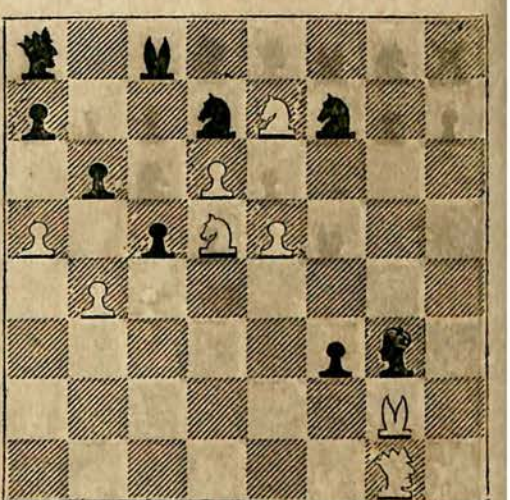
32. *W. Q. Bishop gives check at B. Q. 3rd square. B. King to his Queen's square.*



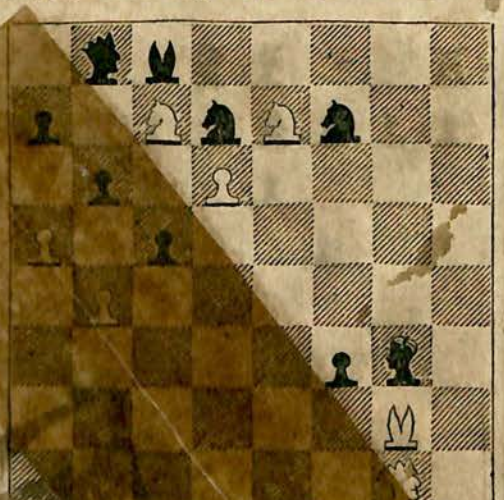
33. *W. Queen gives check. B. King on his square.*



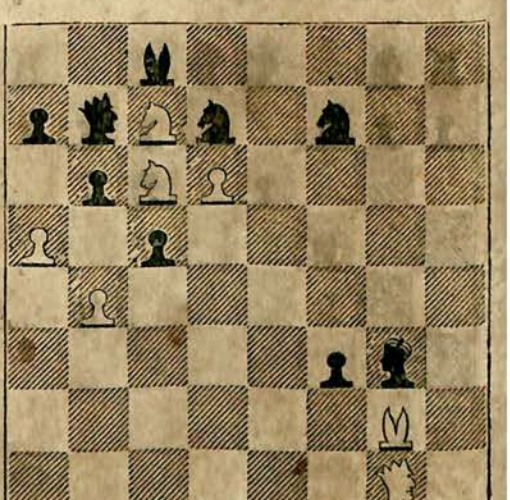
Critical situation from Stamma. *White to move will give Check-mate in 5 moves.*



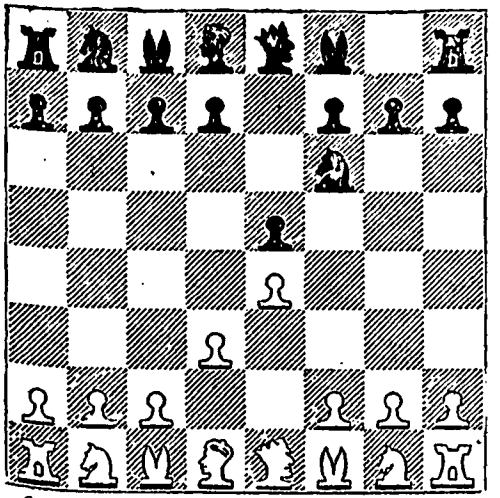
1. *W. Queen to* 3, *and is taken by Bishop.*



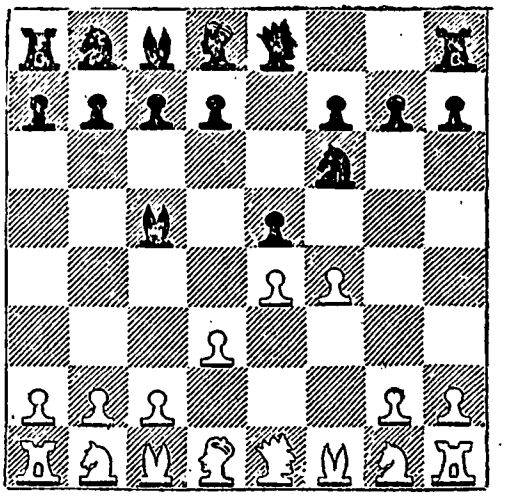
2. *W. Knight gives check. King on* 1.



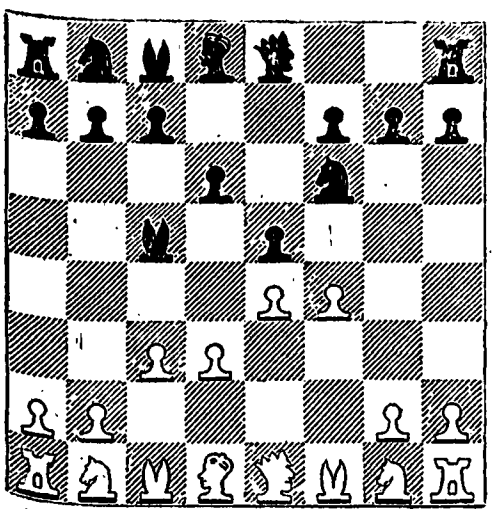
3. *W. Knight to* 19, *King to* 10, *when Pawn will give check on* 17, *and, next move, the other Pawn will give Check-mate.*



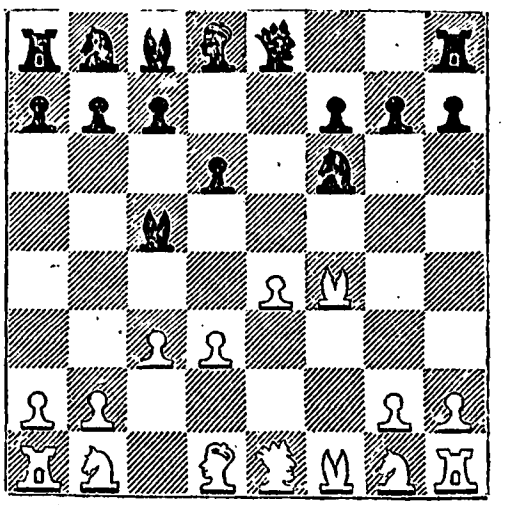
2. *B. K. Knight to Bishop's 3rd.*
W. Queen's Pawn 1 square. (Note.)



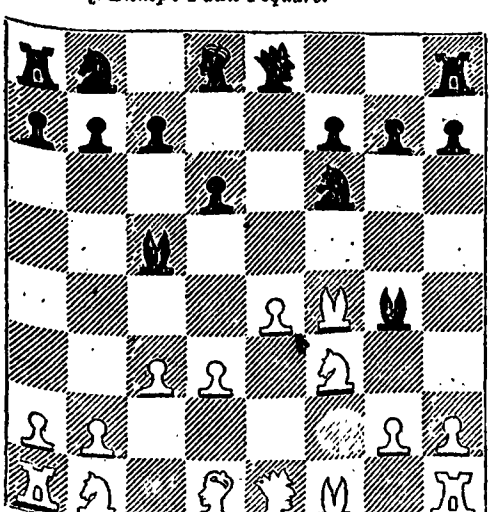
3. *B. K. Bishop to Q. Bishop's 4th.*
W. K. Bishop's Pawn 2 squares. (Note.)



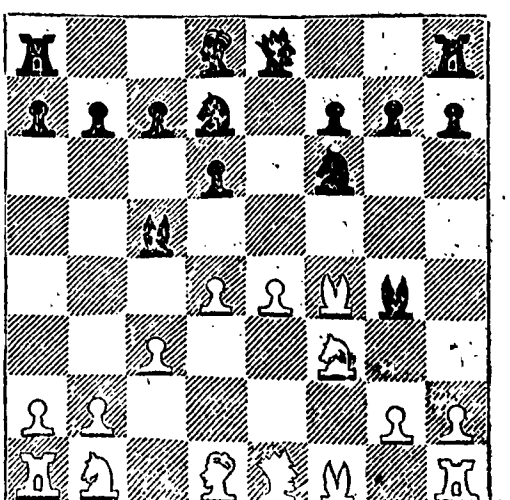
4. *B. Queen's Pawn 1 square.*
W. Q. Bishop's Pawn 1 square.



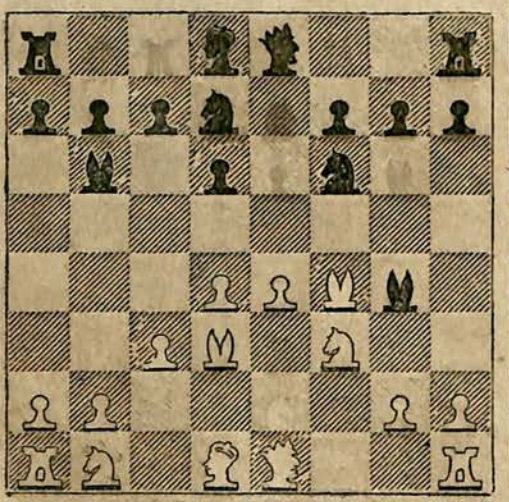
5. *B. King's Pawn takes Pawn.* (Note.)
W. Q. Bishop reprises.



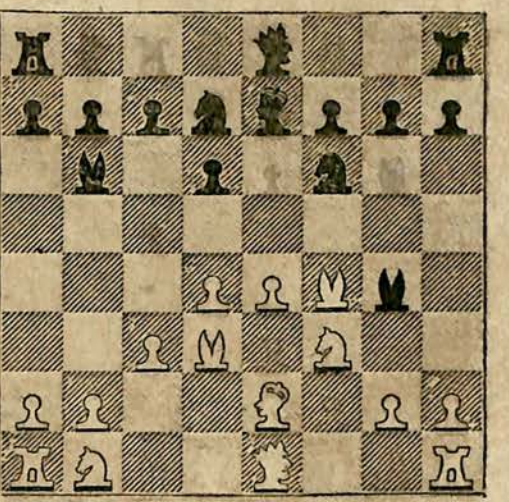
6. *B. Q. Bishop to K. Knight's 5th.*
W. K. Knight to Bishop's 3rd.



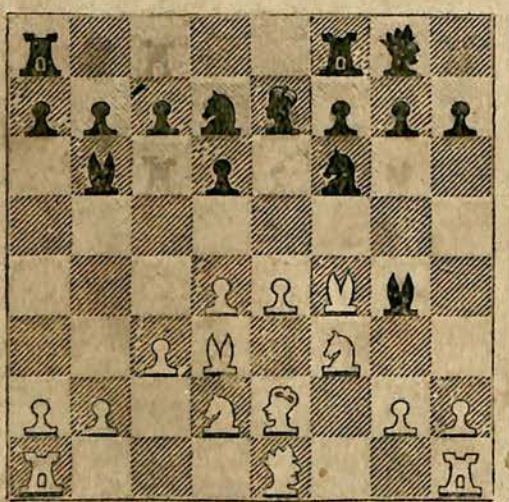
7. *B. Q. Knight to Queen's 2nd.* (Note.)
W. Queen's Pawn 1 square.



8. *B. Bishop retires.*
W. K. Bishop to Queen's 3rd. (Note.)

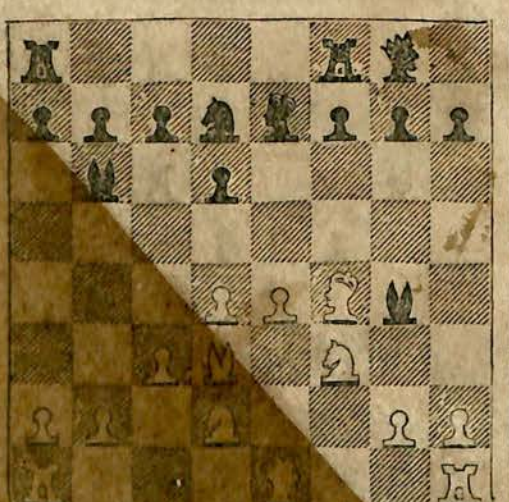


9. *B. Queen to King's 2nd.*
W. the same.

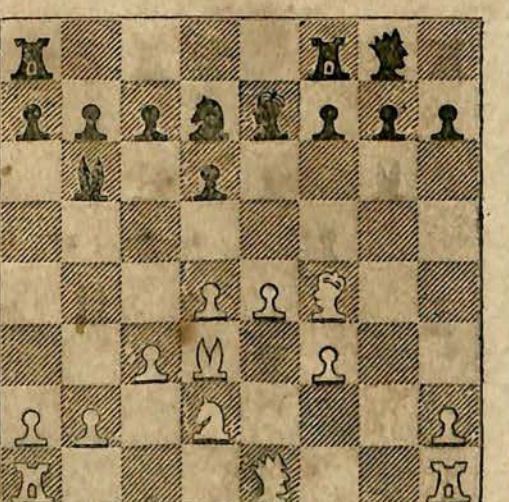


10. *B. King castles on his side.* (Note.)
W. Q. Knight to Queen's 2nd.

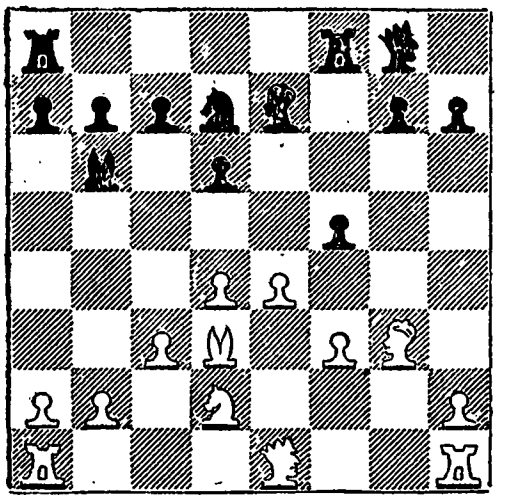
11. *B. K. Knight to Castle's 4th.* (Note.)
W. Queen to King's 3rd.



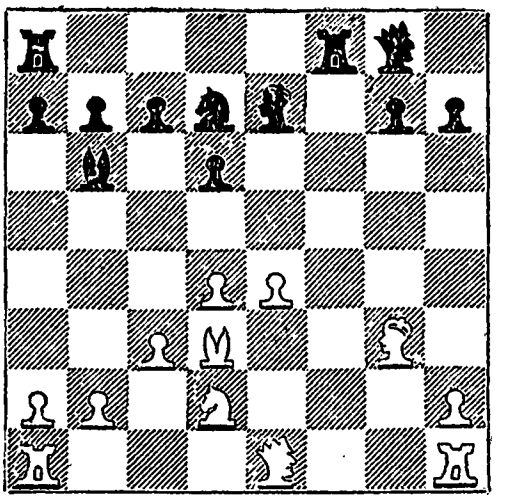
12. *B. Knight takes Bishop.* (Note.)
W. Queen reprises.



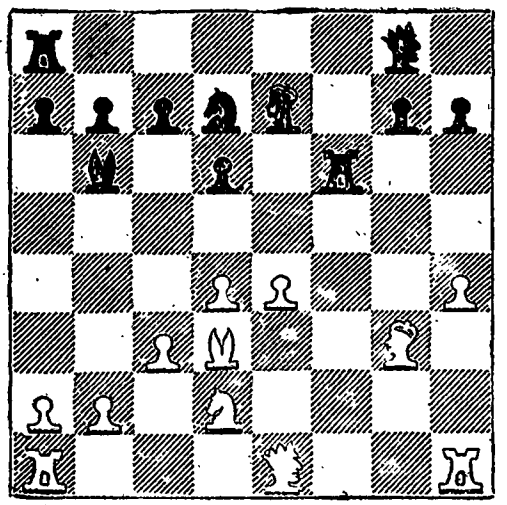
13. *B. Q. Bishop takes Knight.* (Note.)
W. Pawn reprises.



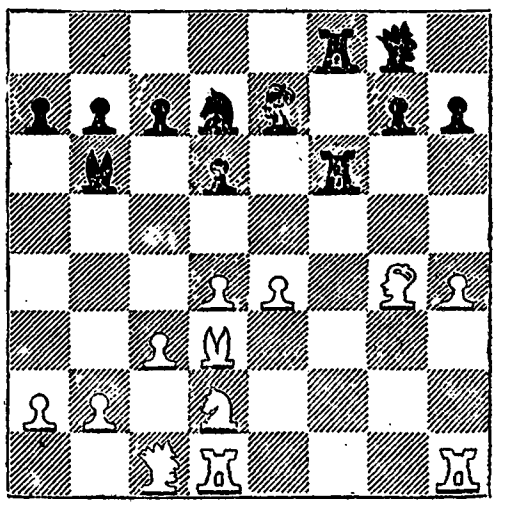
14. *B. K. Bishop's Pawn 2 squares.*
W. Queen to K. Knight's 3rd.



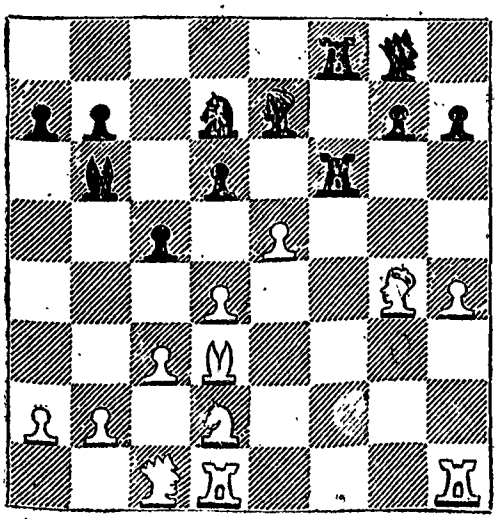
15. *B. Pawn takes Pawn.*
W. Pawn reprises.



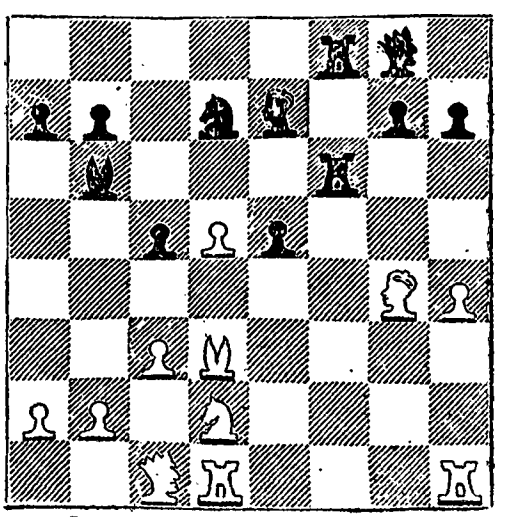
16. *B. K. Castle to Bishop's 3rd.*
W. K. Castle's Pawn 2 squares. (Note.)



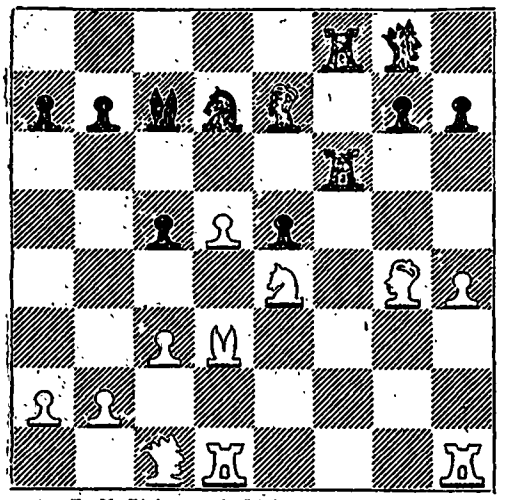
17. *B. Q. Castle to Bishop's square.*
W. King castles on his Queen's side.



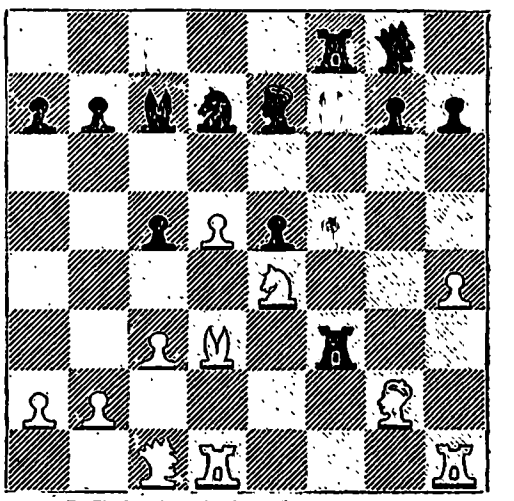
18. *B. Q. Bishop's Pawn 2 squares.*
W. King's Pawn 1 square. (Note.)



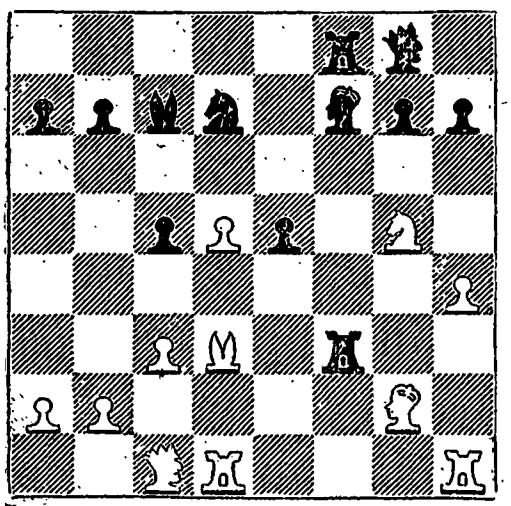
19. *B. Queen's Pawn takes Pawn.*
W. Queen's Pawn 1 square.



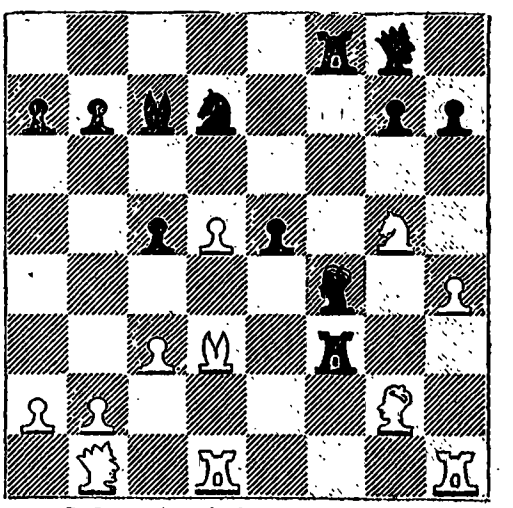
20. *B. K. Bishop to Q. Bishop's 2nd.*
W. Knight to King's 4th. (Note.)



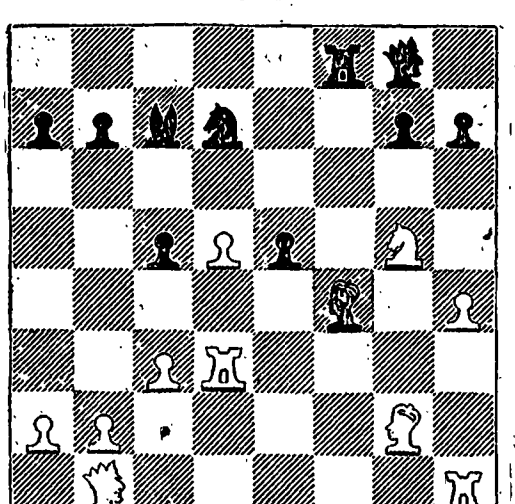
21. *B. K. Castle to Bishop's 6th.*
W. Queen to K. Knight's 2nd.



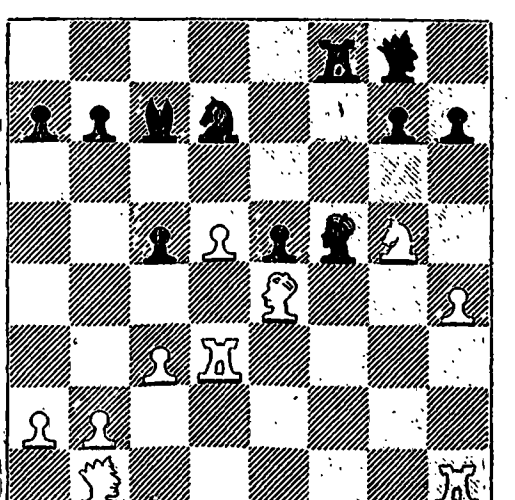
22. *B. Queen to K. Bishop's 2nd.* (Note.)
W. Knight to 5th square.



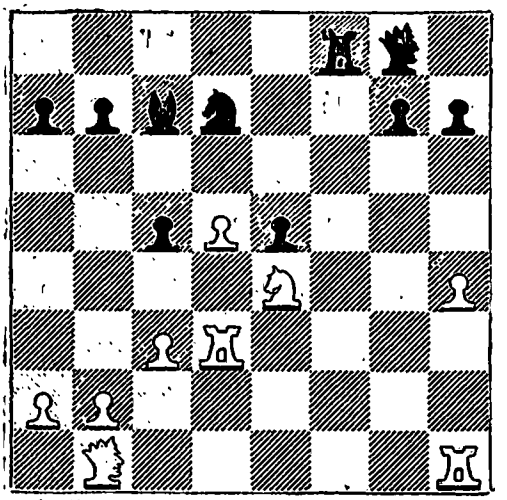
23. *B. Queen gives check.*
W. King to Q. Knight's square.



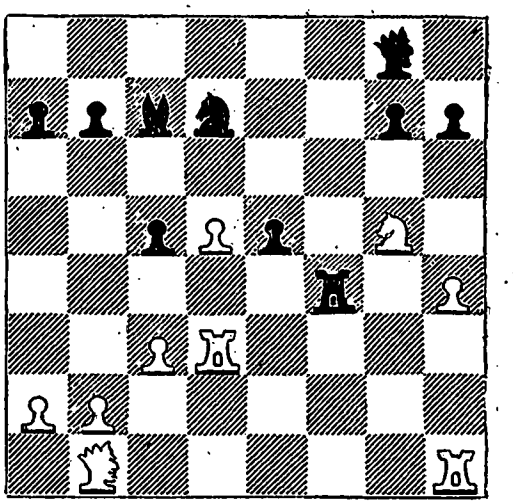
24. *B. Castle takes Bishop.* (Note.)
W. Castle takes Castle.



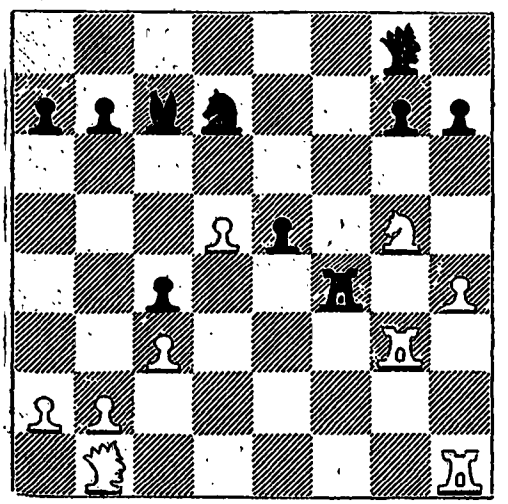
25. *B. Queen to K. Bishop's 4th.*
W. Queen to King's 4th. (Note.)



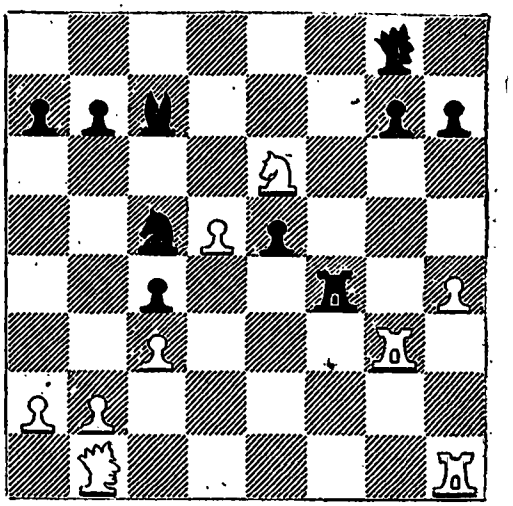
26. *B. Queen takes Queen.*
W. Knight takes Queen.



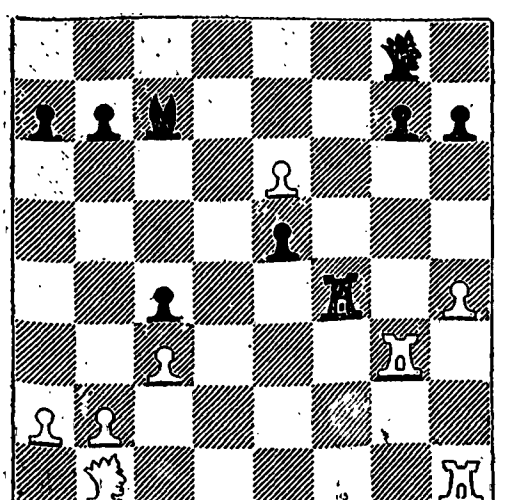
27. *B. Castle to K. Bishop's 5th.*
W. Knight to 5th square.



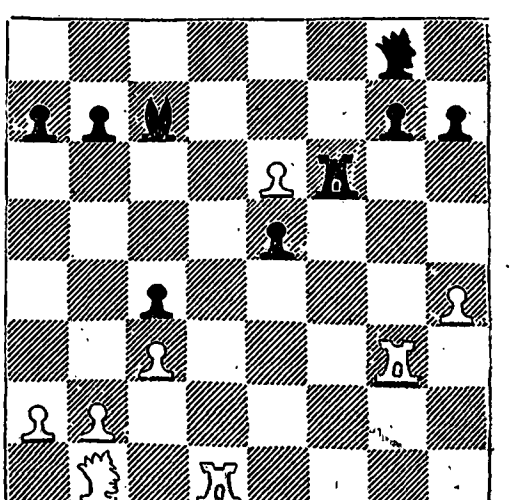
28. *B. Q. Bishop's Pawn 1 square.*
W. Castle to K. Knight's 3rd.



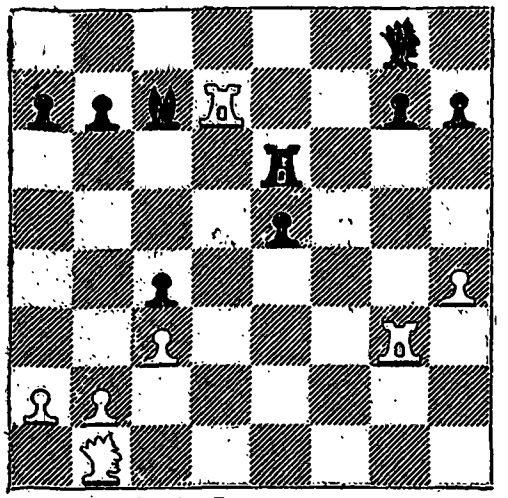
29. *B. Knight to Q. Bishop's 4th.*
W. Knight to B. King's 3rd.



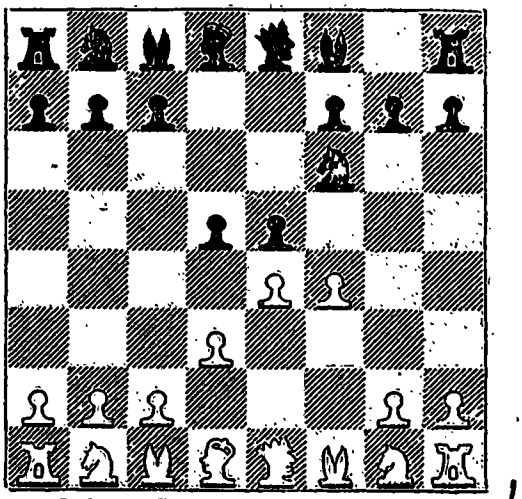
30. *B. Knight takes Knight.*
W. Pawn reprises.



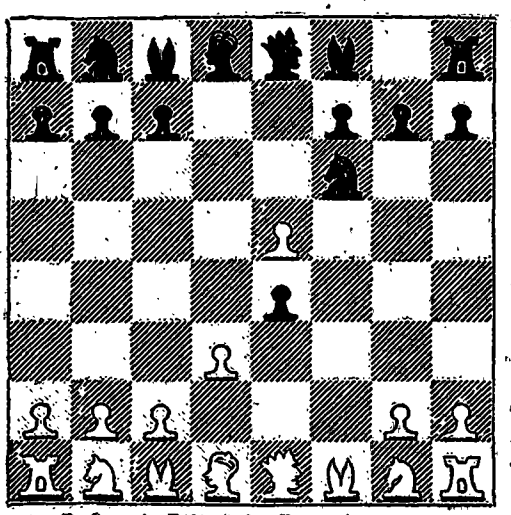
31. *B. Castle to K. Bishop's 3rd.*
W. Castle to Queen's square. (Note.)



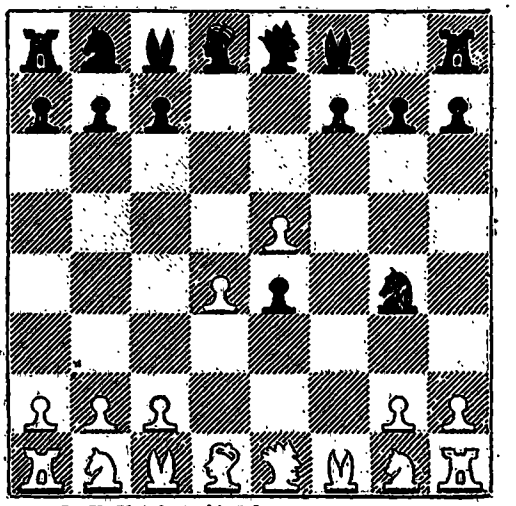
32. *B. Castle takes Pawn.*
W. Castle at B. Queen's 2nd square.



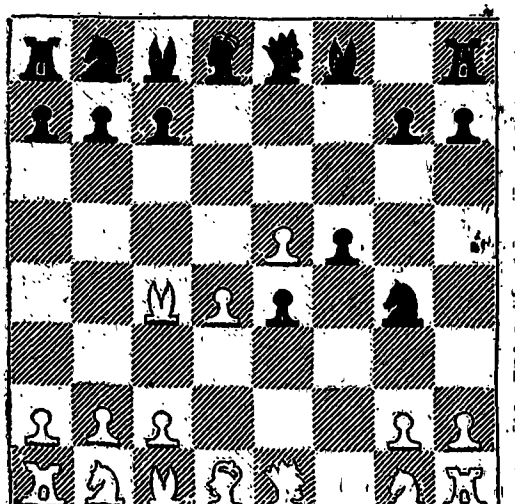
3. *B. Queen's Pawn 2 squares.*
W. K. Bishop's Pawn 2 squares.



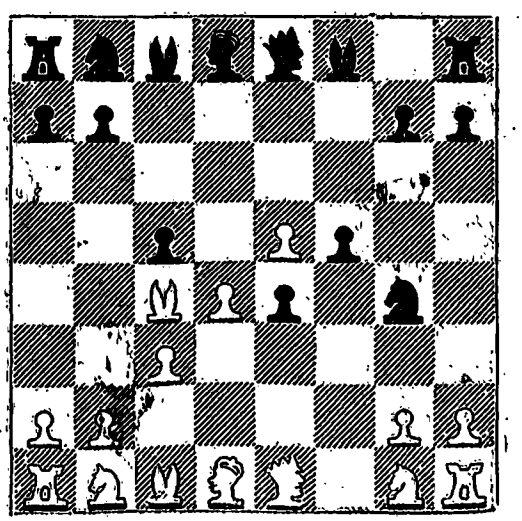
4. *B. Queen's Pawn takes Pawn.*
W. K. Bishop's Pawn takes King's Pawn.



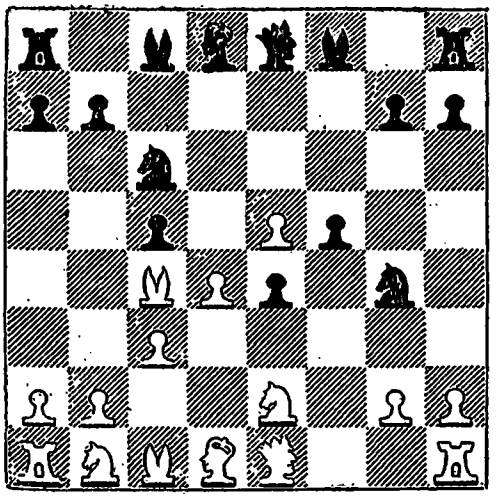
5. *B. K. Knight to his 5th.*
W. Queen's Pawn 1 square.



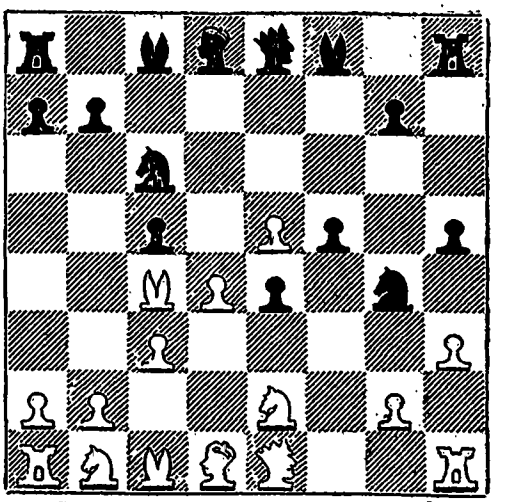
6. *B. K. Bishop's Pawn 2 squares.*
W. K. Bishop at Q. Bishop's 4th.



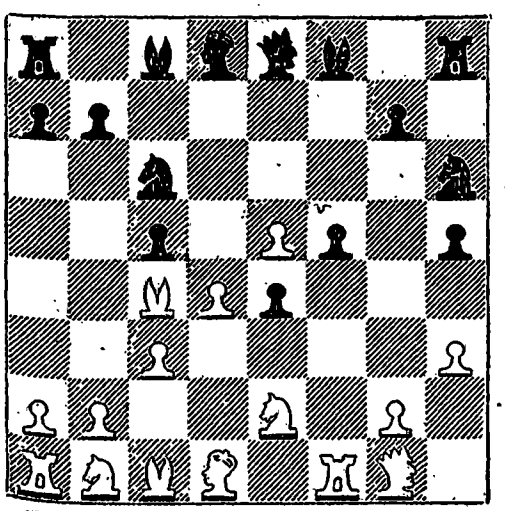
7. *B. Q. Bishop's Pawn 2 squares.*
W. Queen's Bishop's Pawn 1 square.



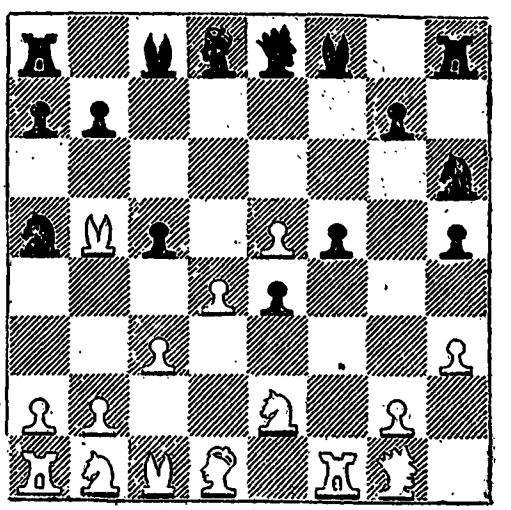
8. *B. Q. Knight to Bishop's 3rd.*
W. K. Knight to King's 2nd.



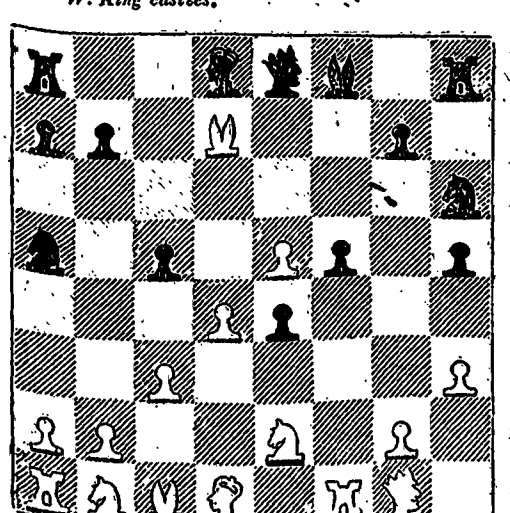
9. *B. K. Castle's Pawn 2 squares.*
W. K. Castle's Pawn 1 square.



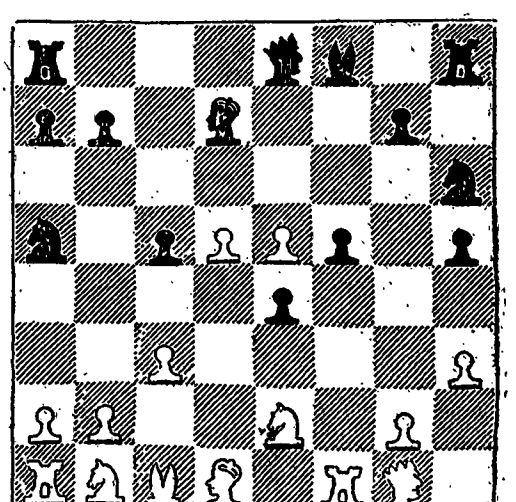
10. *B. K. Knight to Castle's 3rd.*
W. King castles.



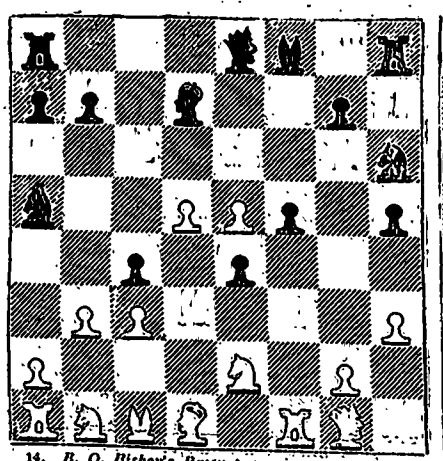
11. *B. Q. Knight to Castle's 4th.*
W. Bishop gives check.



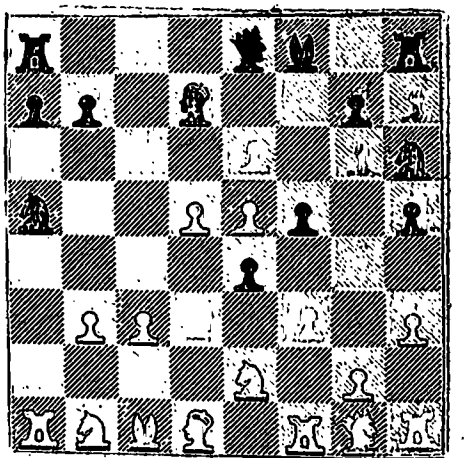
12. *B. Bishop covers the check.*
W. Bishop takes Bishop.



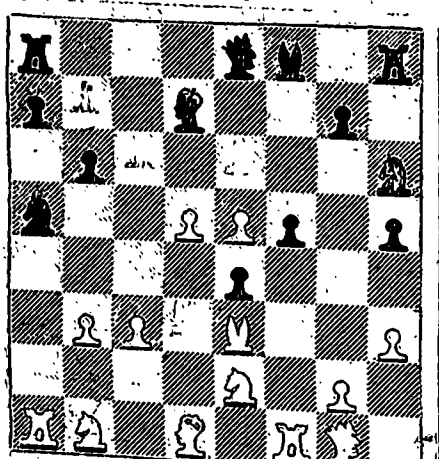
13. *B. Queen takes Bishop.*
W. Queen's Pawn advances.



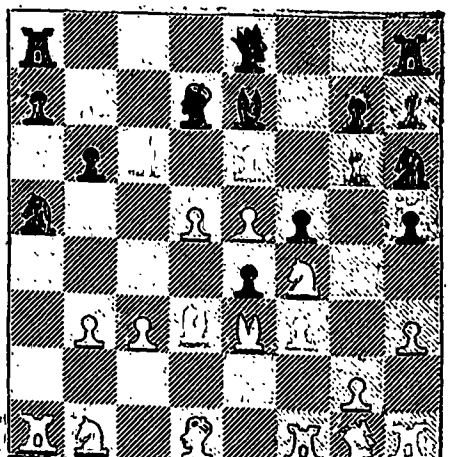
14. *B. Q. Bishop's Pawn 1 square.*
W. Q. Knight's Pawn 1 square.



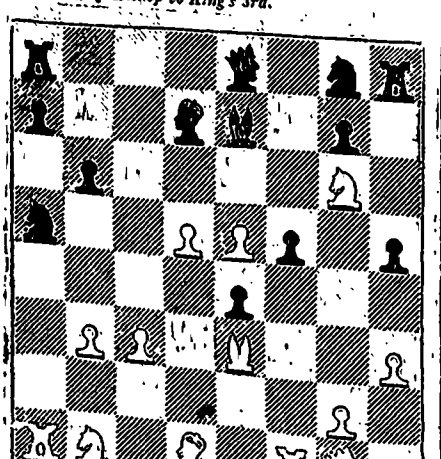
15. *B. Q. Bishop's Pawn takes it.*
W. Castle's Pawn retakes the Pawn.



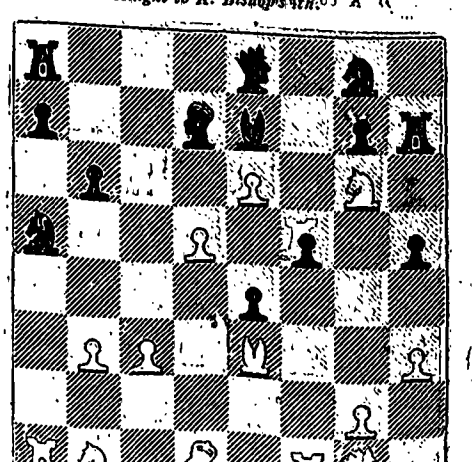
16. *B. Q. Knight's Pawn 1 square.*
W. Q. Bishop to King's 3rd.



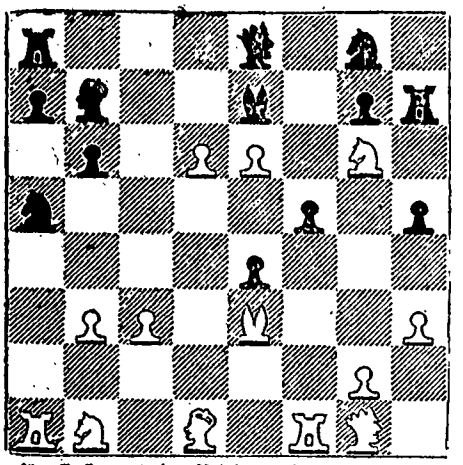
17. *B. Bishop to King's 2nd.*
W. K. Knight to K. Bishop's 4th.



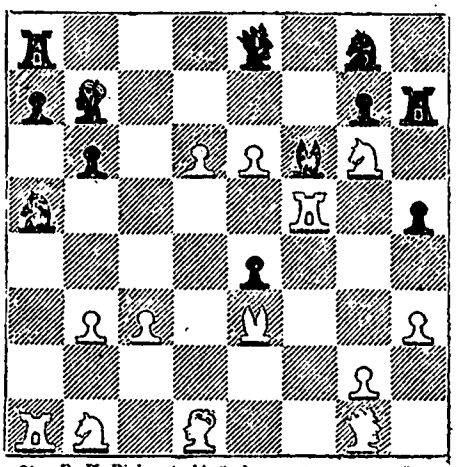
18. *B. K. Knight to his own square.*
W. K. Knight to black K. Knight's 3rd.



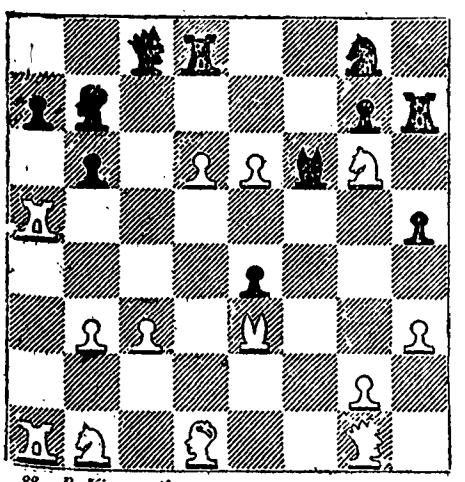
19. *B. K. Castle to his 2nd square.*
W. King's Pawn 1 square.



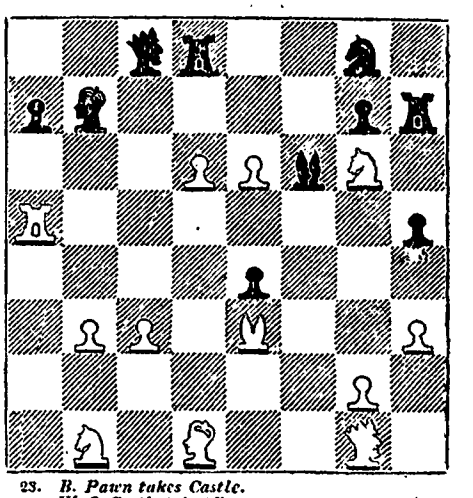
20. *B. Queen to her Knight's 2nd.*
W. Queen's Pawn 1 square.



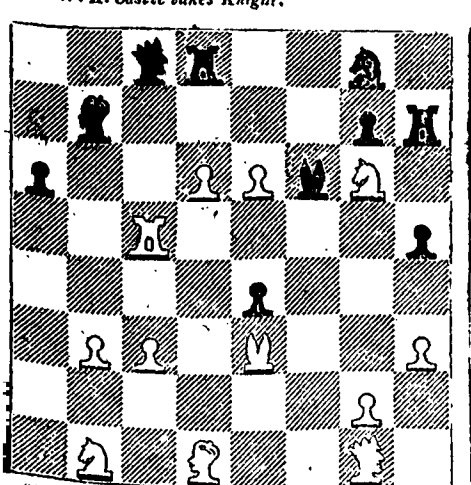
21. *B. K. Bishop to his 3rd square.*
W. K. Castle takes Pawn.



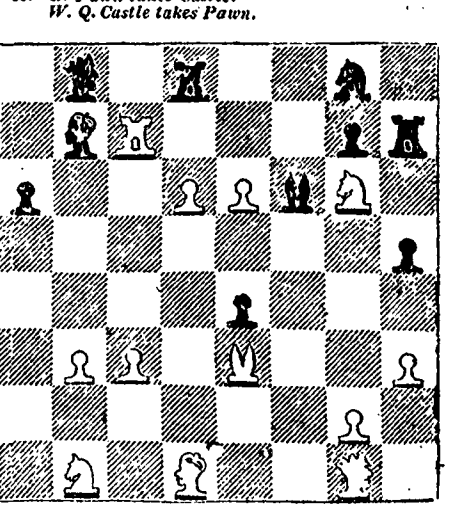
22. *B. King castles.*
W. K. Castle takes Knight.



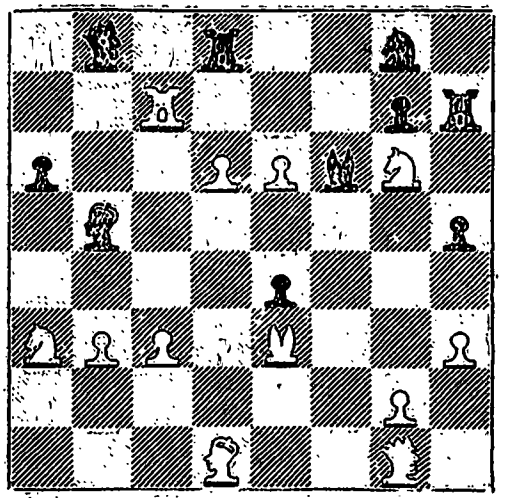
23. *B. Pawn takes Castle.*
W. Q. Castle takes Pawn.



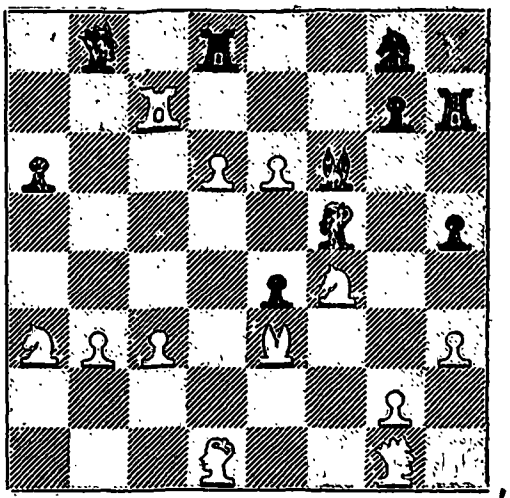
24. *B. Q. Castle's Pawn 1 square.*
W. Castle gives check.



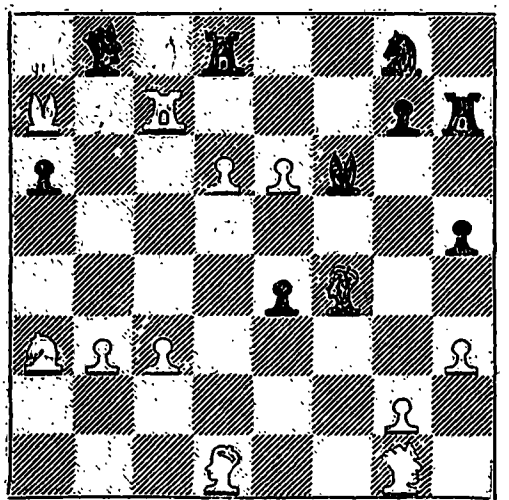
25. *B. King retires.*
W. Castle to black Q. Bishop's 2nd.



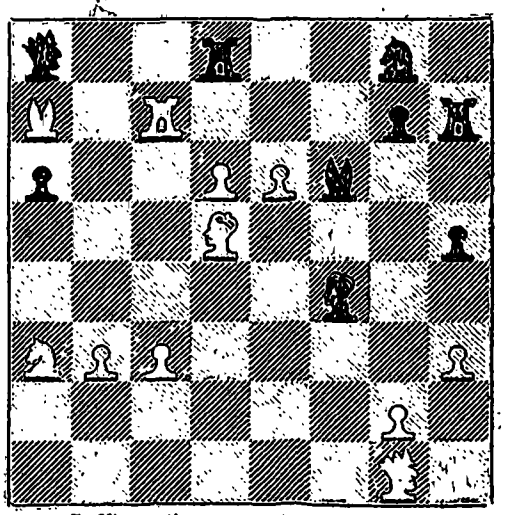
26. *B. Queen to Knight's 4th.*
W. Q. Knight to Castle's 3rd.



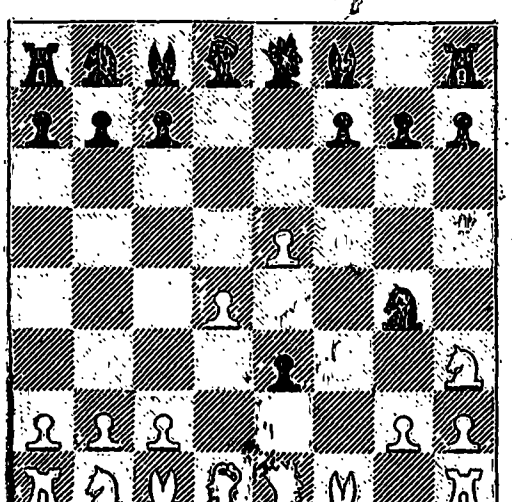
27. *B. Queen to K. Bishop's 4th.*
W. Q. Knight to Bishop's 4th.



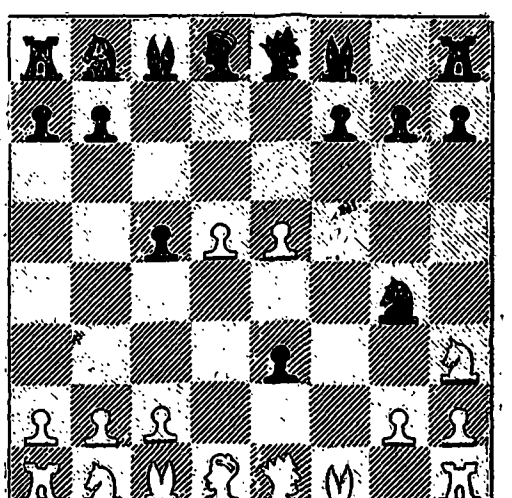
28. *B. Queen takes Knight.*
W. Bishop gives check.



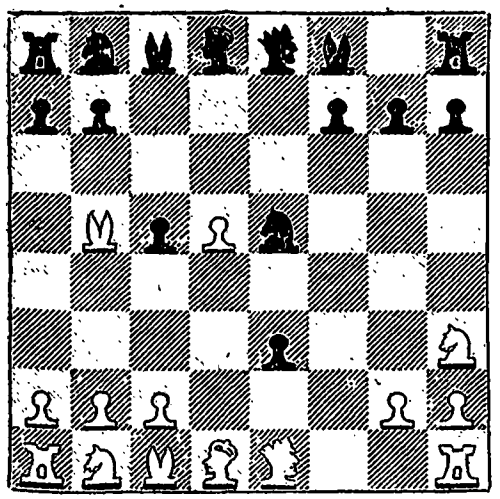
29. *B. King retires.*
W. Queen gives Check-mate.



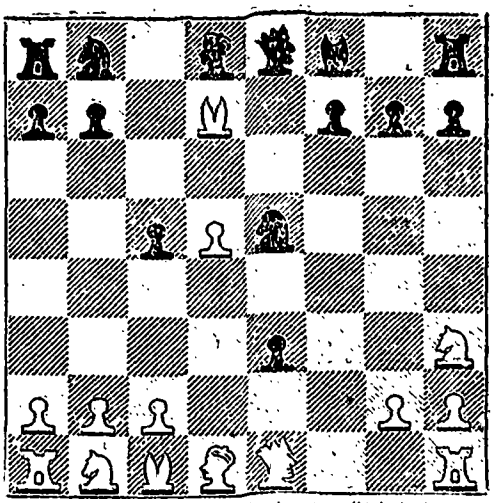
6. *B. Queen's Pawn, or Pawn on King's file 1 square.*
W. K. Knight to Castle's 3rd.



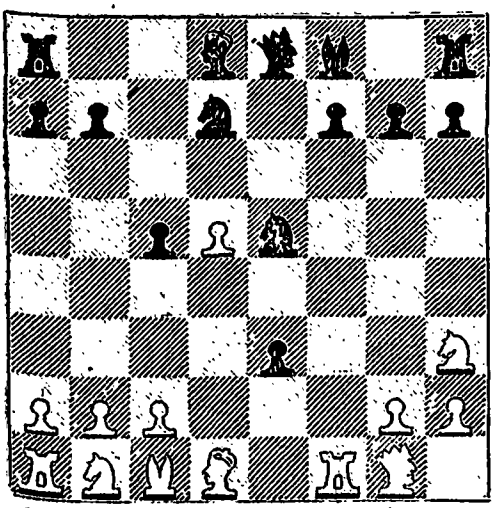
7. *B. Queen Bishop's Pawn 2 squares.*
W. Queen's Pawn 1 square. (Note)



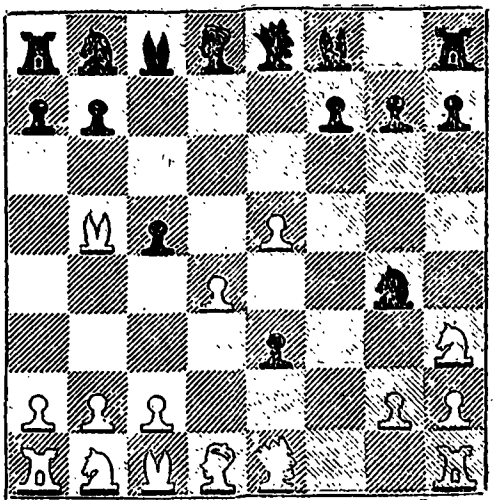
8. *B. K. Knight takes Pawn.* (Note.)
W. K. Bishop gives check.



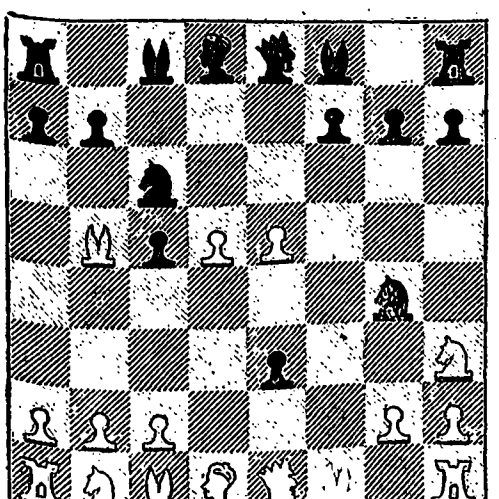
9. *B. Q. Bishop covers check.*
W. Bishop takes Bishop. (Note.)



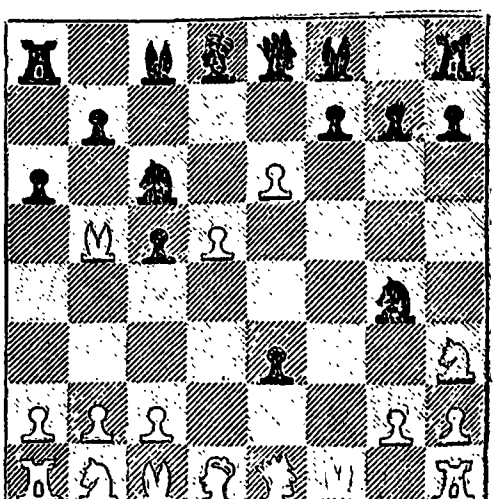
10. *B. Knight takes Bishop.*
W. King castles.



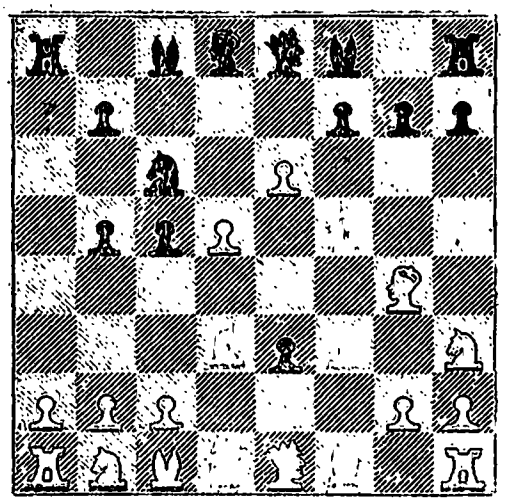
7. *B. Q. Bishop's Pawn 2 squares.*
W. K. Bishop gives check.



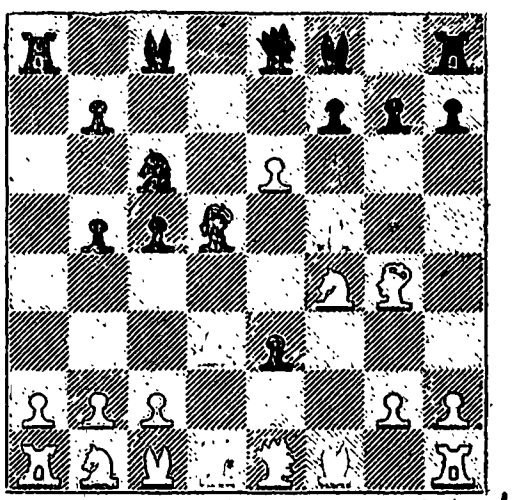
8. *B. Q. Knight to Bishop's 3rd.*
W. Queen's Pawn 1 square.



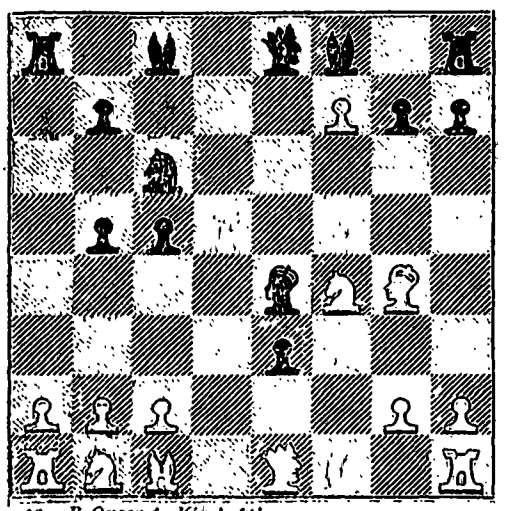
9. *B. Q. Castles Pawn 1 square.*
W. K. Bishop's Pawn one on King's file 1 square.



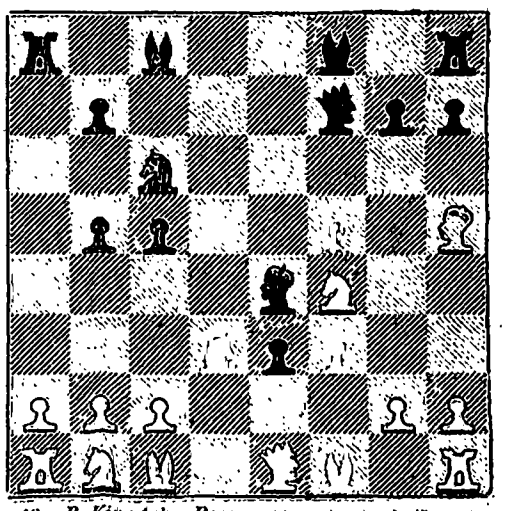
10. *B. Q. Castle's, Pawn takes Bishop.*
W. Queen takes Knight.



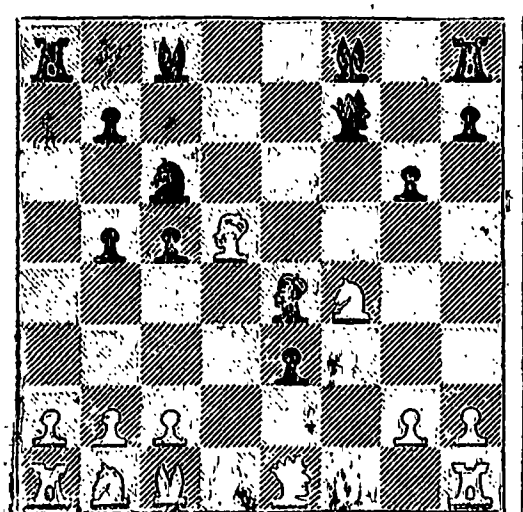
11. *B. Queen takes Pawn.*
W. K. Knight to Bishop's 4th.



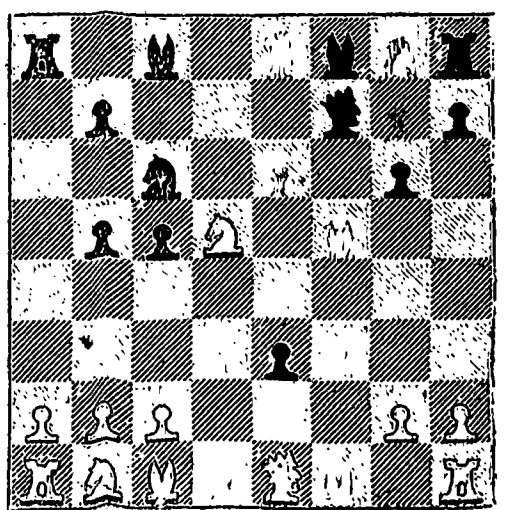
12. *B. Queen to King's 5th.*
W. Pawn takes K. Bishop's Pawn, giving check.



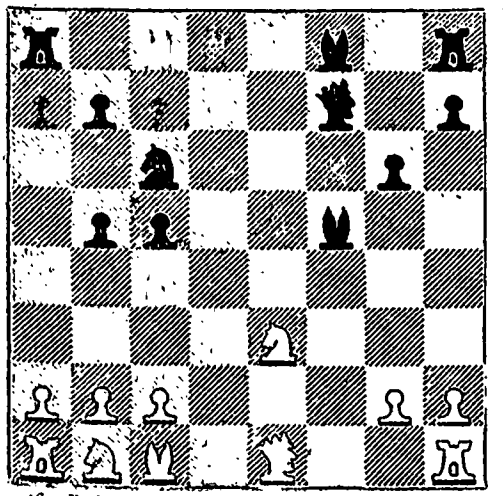
13. *B. King takes Pawn.*
W. Queen gives check.



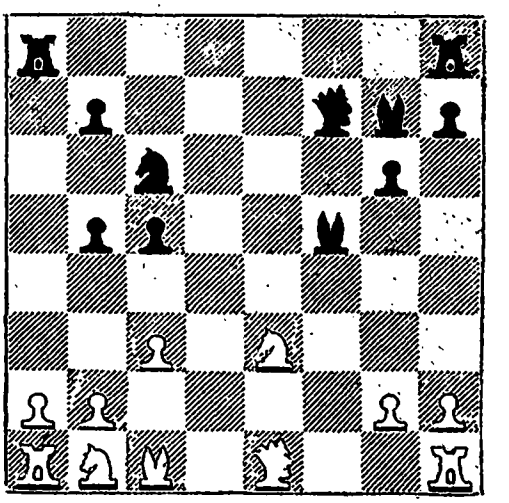
14. *B. K. Knight's Pawn interposes.*
W. Queen checks at Queen's 8th square.



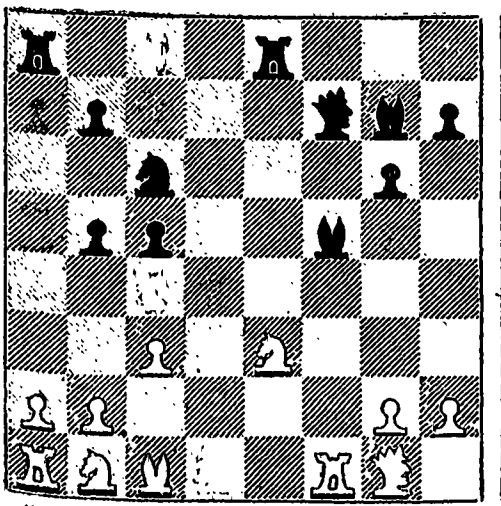
15. *B. Queen takes Queen.*
W. Knight takes Queen.



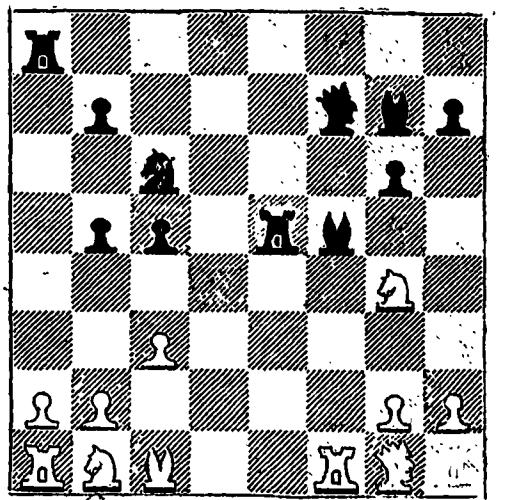
16. *B. Q. Bishop to K. Bishop's 4th.*
W. K. Knight takes Pawn.



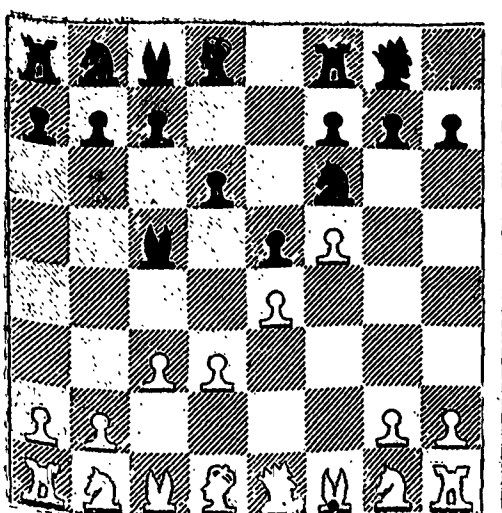
17. *B. K. Bishop to Knight's 2nd.*
W. Q. Bishop's Pawn 1 square.



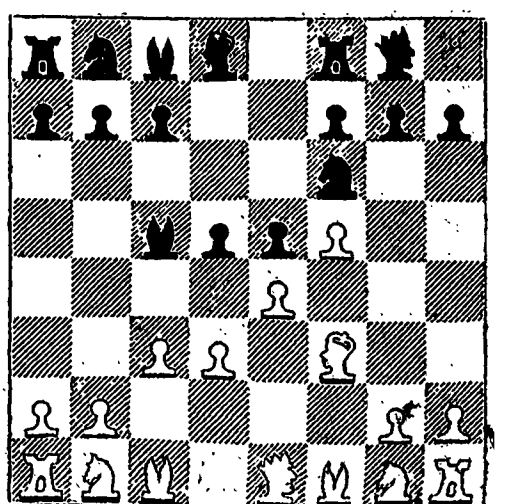
18. *B. K. Castle to King's square.*
W. King castles.



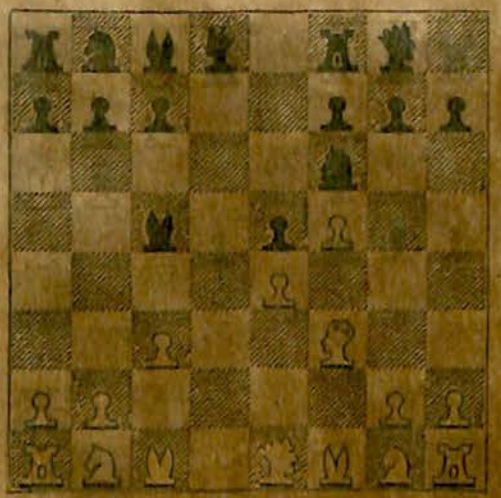
19. *B. K. Castle to King's 4th.*
W. K. Knight to his 4th.



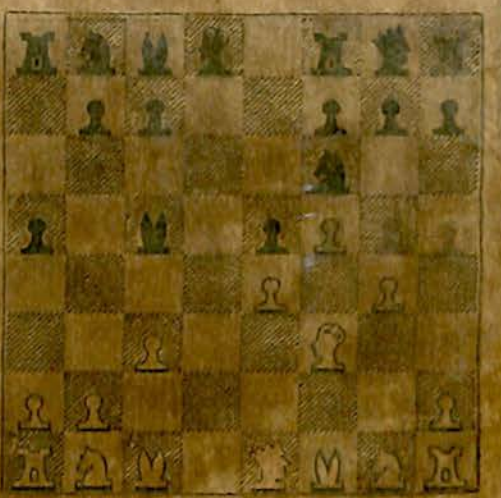
5. *B. King castles.*
W. K. Bishop's Pawn 1 square.



6. *B. Queen's Pawn 1 square.*
W. Queen to K. Bishop's 3rd.



7. *B. Q. Pawn takes Pawn.*
W. Q. Pawn retakes.



8. *B. Q. Castle's Pawn 2 squares.*
W. K. Knight's Pawn 2 squares.

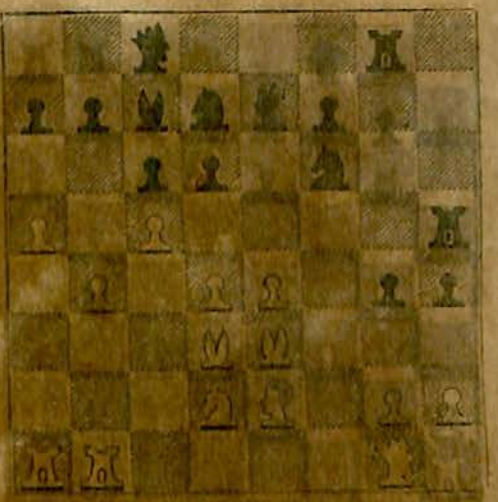
9. *B. Queen to her 3rd square.*
W. K. Knight's Pawn 1 square.

10. *B. K. Knight to his King's square.*
W. K. Bishop at Q. Bishop's 4th.

11. *B. Q. Bishop's Pawn 1 square.*
W. Queen at K. Castle's 4th.

12. *B. Q. Knight's Pawn 2 squares.*
W. K. Knight's Pawn 1 square.

19. B. K. Castle's Pawn 1 square.
W. K. Castle at Q. Knight's square.



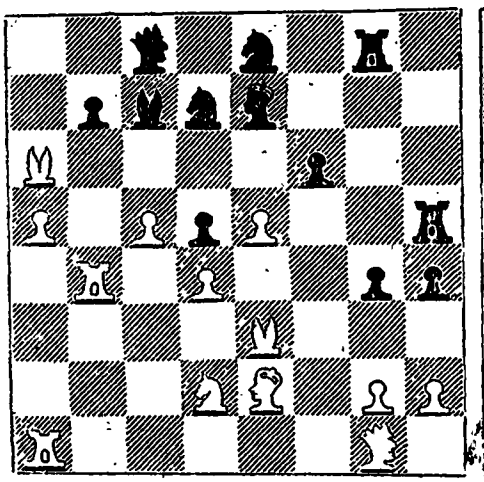
20. B. K. Castle to its 4th square.
W. Q. Bishop's Pawn 1 square.

21. B. Queen's Pawn 1 square.
W. King's Pawn 1 square.

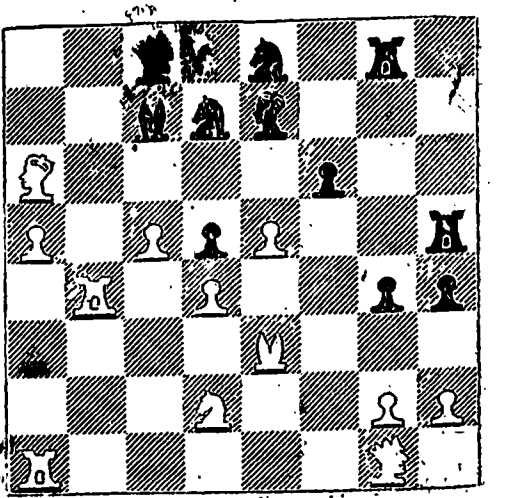
22. B. K. Knight to King's square.
W. Q. Knight's Pawn 1 square.

23. B. Pawn takes the Pawn.
W. K. Castle replies.

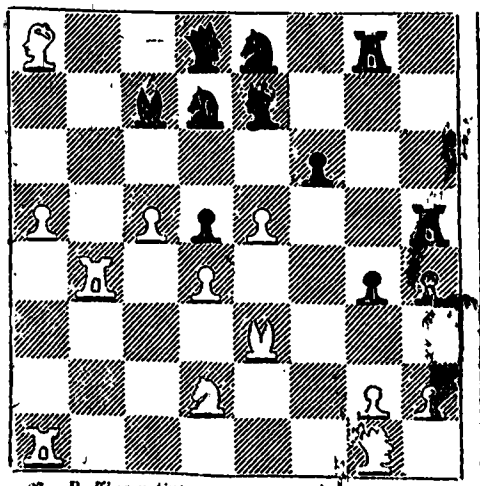
24. B. Q. Castle's Pawn 1 square.
W. K. Castle at Q. Knight's 4th.



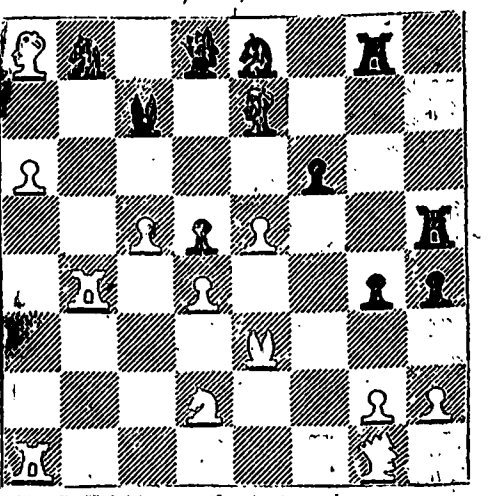
25. *B. K. Bishop's Pawn 1 square.*
W. K. Bishop takes Q. Castle's Pawn.



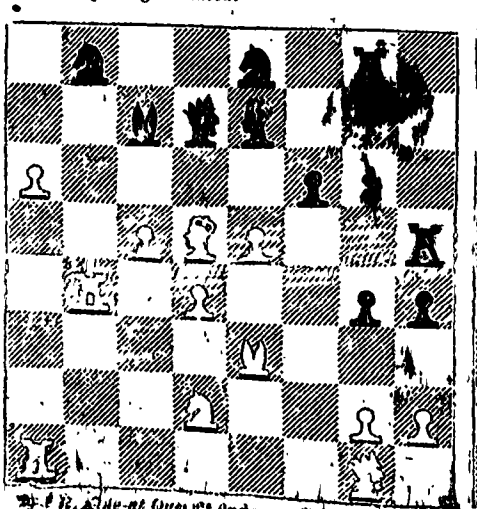
26. *B. Pawn takes Bishop.*
W. Queen takes Pawn and gives check.



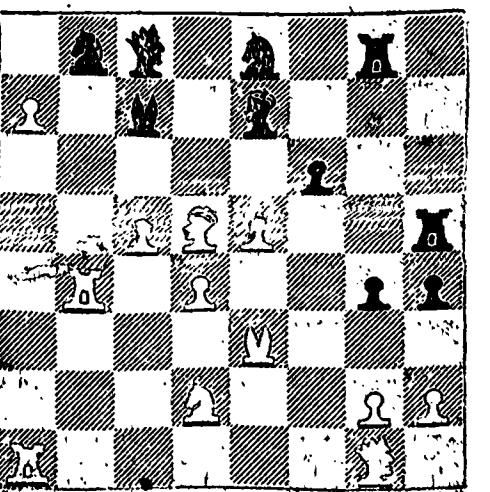
27. *B. King retires.*
W. Queen gives check.



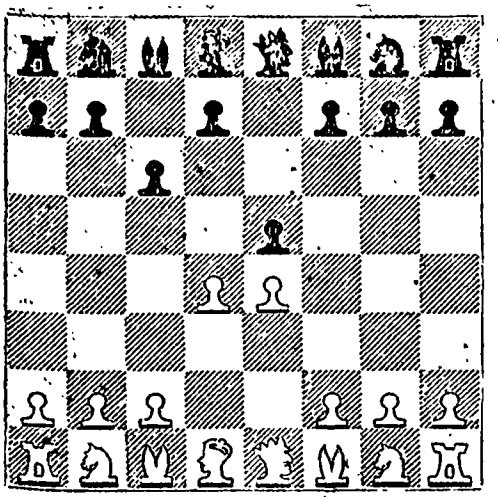
28. *B. Knight covers the check.*
W. Q. Castle's Pawn advances.



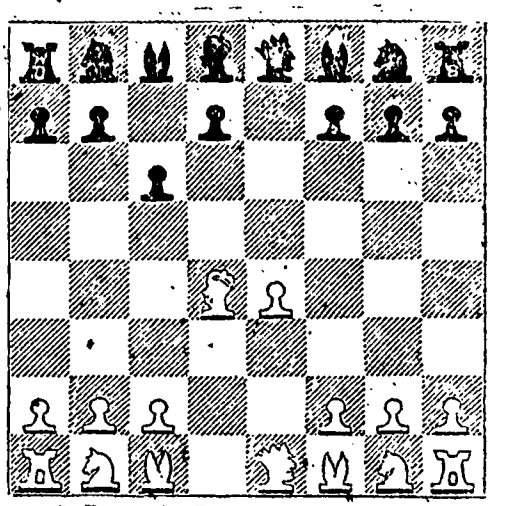
29. *B. King at Queen's 2nd.*
W. Queen takes Pawn and gives check.



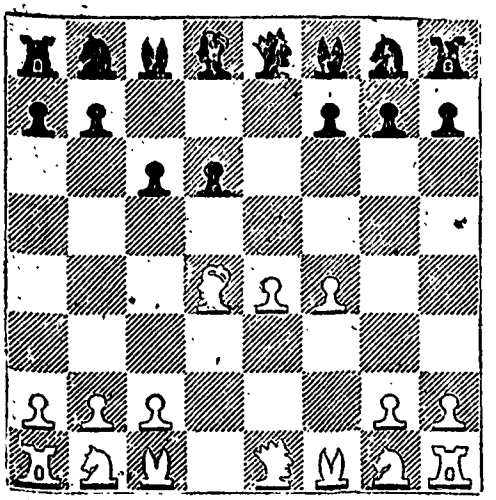
30. *B. King retires.*
W. Q. Castle's Pawn advances, and the white must win.



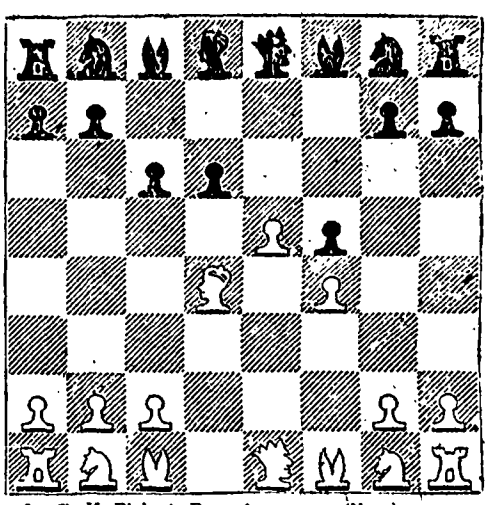
2. *B. Q. Bishop's Pawn* 1 *square.* (Note.)
W. Queen's Pawn 2 *squares.*



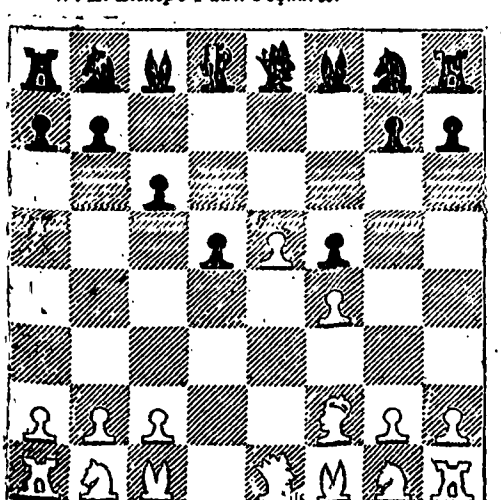
3. *B. Pawn takes Pawn.*
W. Queen takes Pawn.



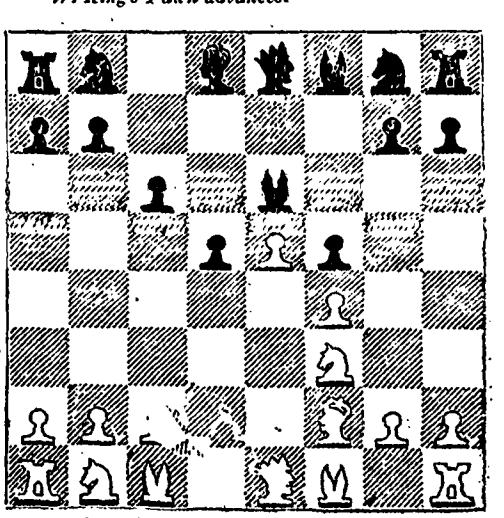
4. *B. Queen's Pawn* 1 *square.* (Note.)
W. K. Bishop's Pawn 2 *squares.*



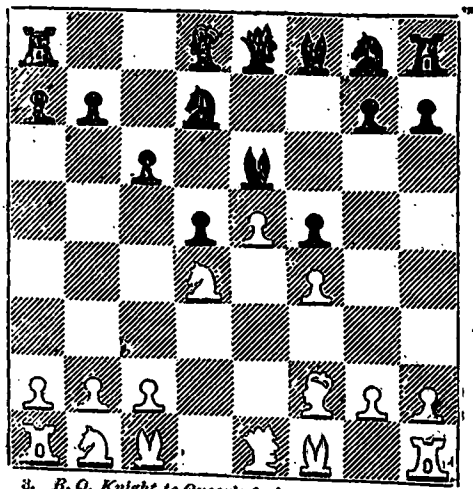
5. *B. K. Bishop's Pawn* 2 *squares.* (Note.)
W. King's Pawn advances.



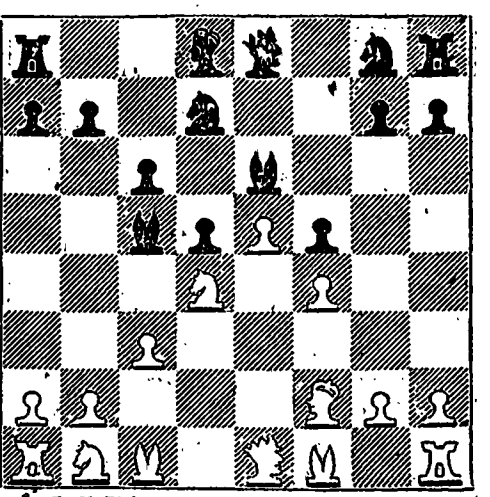
6. *B. Queen's Pawn* 1 *square* (Note.)
W. Queen to Bishop's 2*nd.*



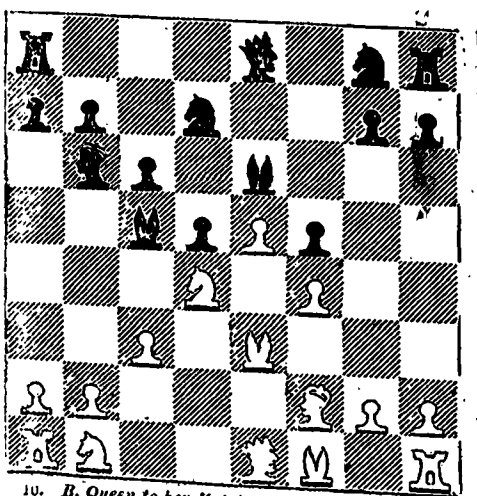
7. *B. Q. Bishop to King's* 3*rd.*
W. K. Knight to Bishop's 3*rd.*



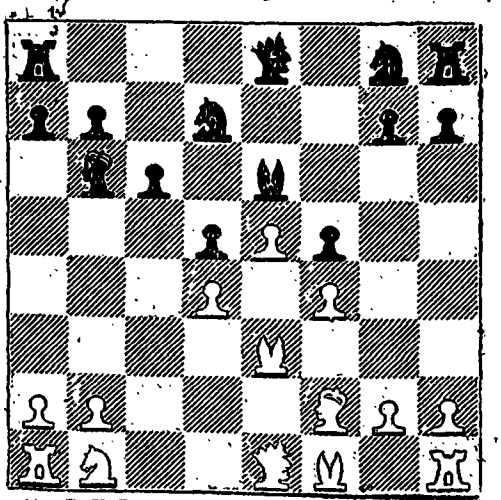
9. *B. Q. Knight to Queen's 2nd.*
W. K. Knight to Queen's 4th.



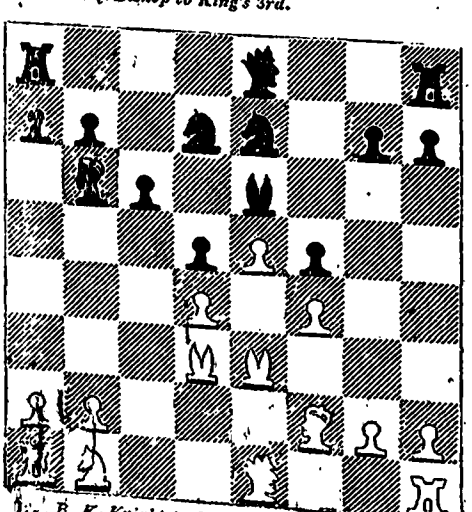
B. K. Bishop to Q. Bishop's 4th.
W. Q. Bishop's Pawn 1 square.



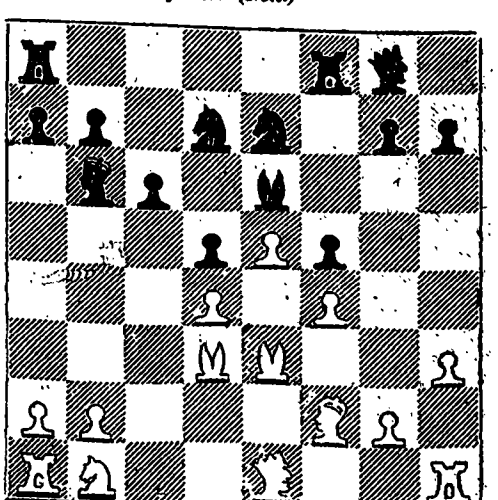
10. *B. Queen to her Knight's 3rd.*
W. Q. Bishop to King's 3rd.



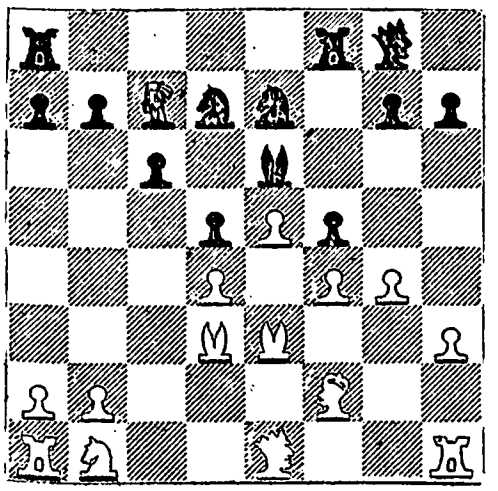
11. *B. K. Bishop takes Knight.*
W. Pawn reprises. (Note.)



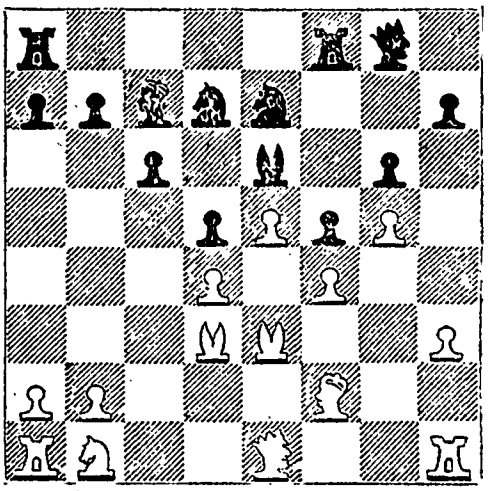
12. *B. K. Knight to King's 2nd.*
W. K. Bishop to Queen's 3rd.



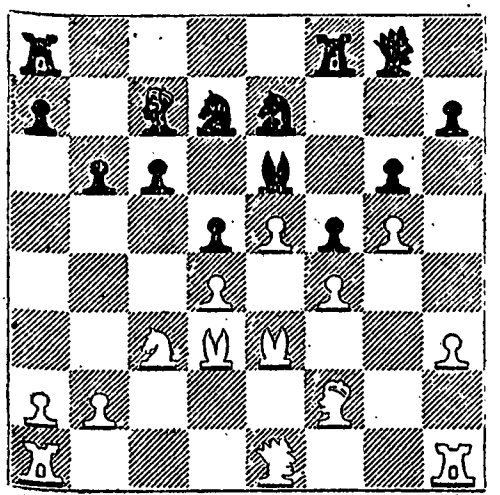
13. *B. King castles on his side.*
W. K. Castle's Pawn 1 square.



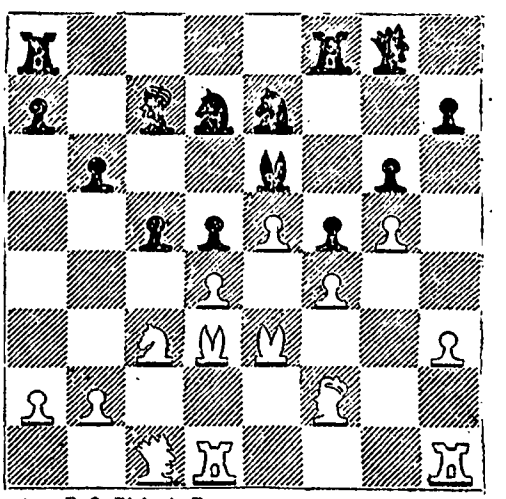
14. *B. Queen to her Bishop's 2nd.* (Note.)
W. K. Knight's Pawn 2 squares.



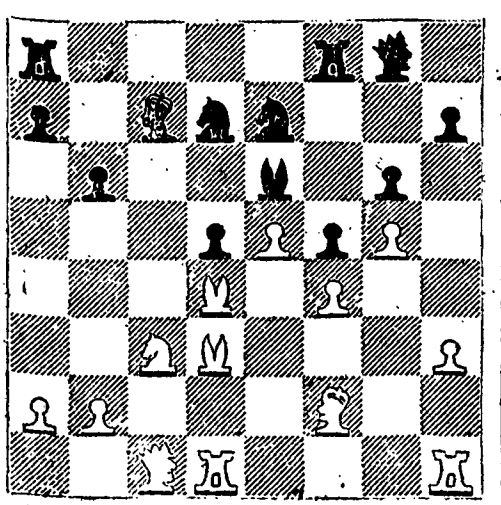
15. *B. K. Knight's Pawn 1 square.*
W. the same.



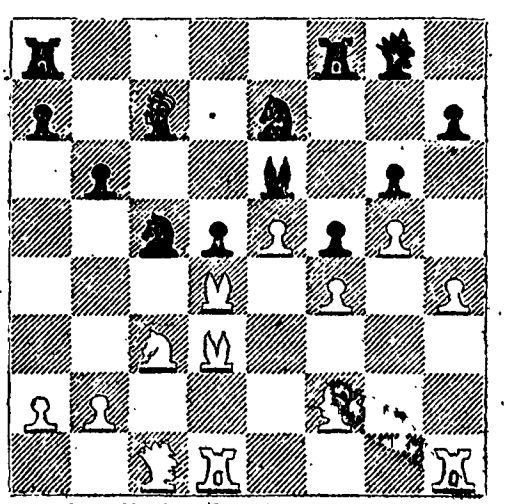
16. *B. Q. Knight's Pawn 1 square.*
W. Q. Knight to Bishop's 3rd. (Note.)



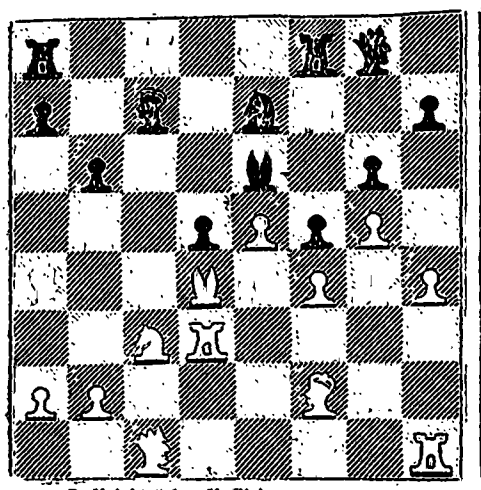
17. *B. Q. Bishop's Pawn 1 square.*
W. King castles on his Queen's side. (Note.)



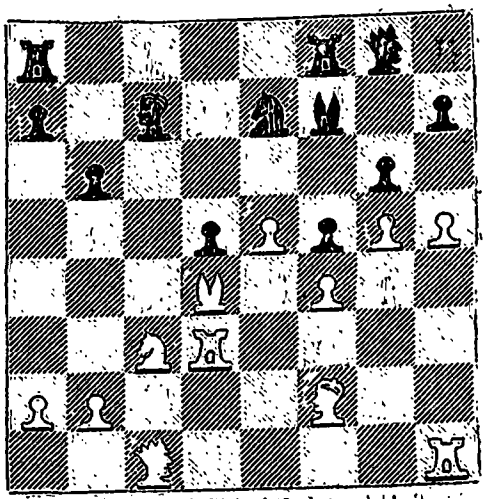
18. *B. Pawn takes Pawn.*
W. Bishop takes Pawn.



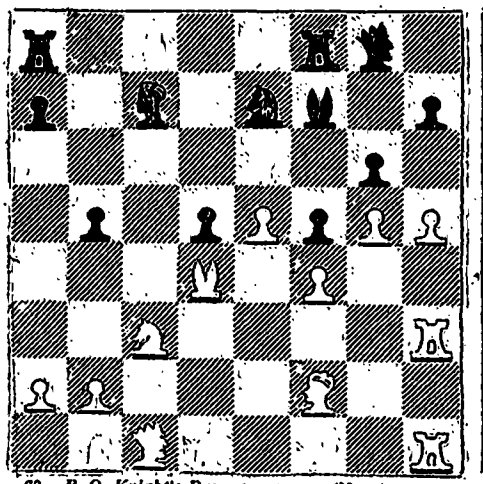
19. *B. Q. Knight to Q. Bishop's 4th.*
W. K. Castle's Pawn advances. (Note.)



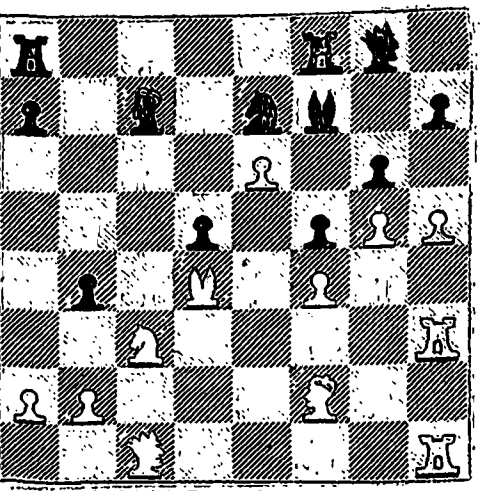
20. *B. Knight takes K. Bishop.*
W. Castle takes Knight.



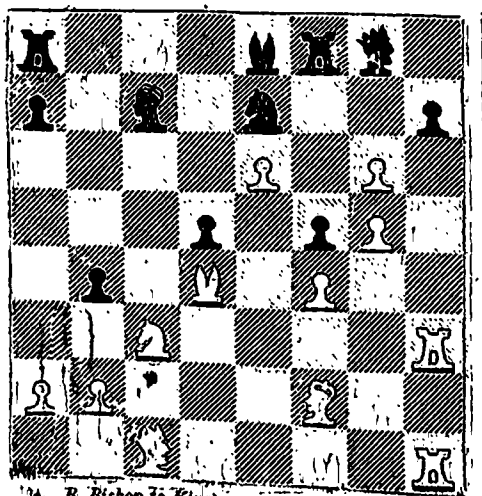
21. *B. Bishop to K. Bishop's 2nd.*
W. King Castle's Pawn 1 square.



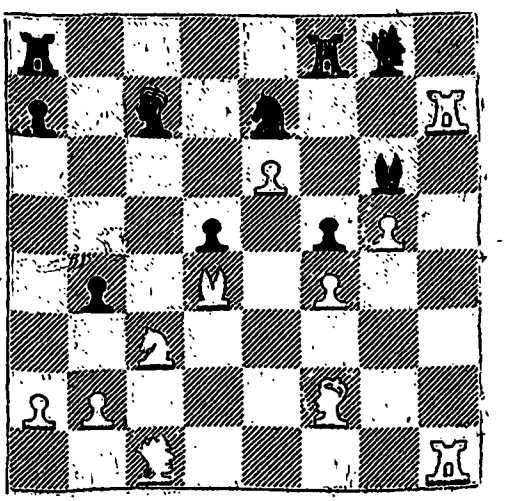
22. *B. Q. Knight's Pawn 1 square.* (Note.)
W. Q. Castle to K. Castle's 3rd.



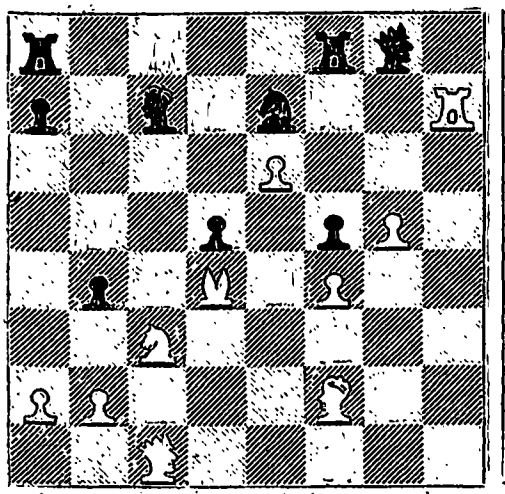
23. *B. K. Knight's Pawn advances.*
W. King's Pawn 1 square.



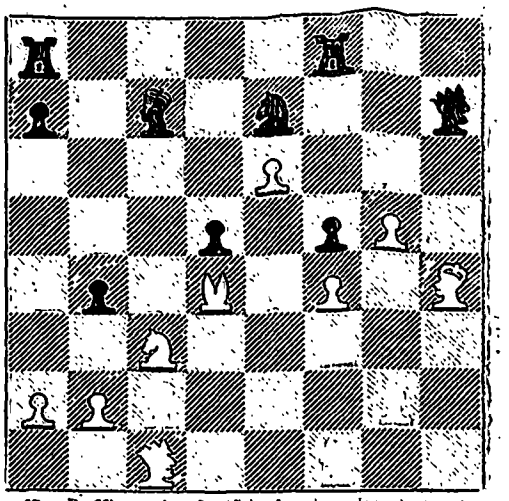
24. *B. Bishop to King's square.* (Note.)
W. K. Castle's Pawn takes Pawn.



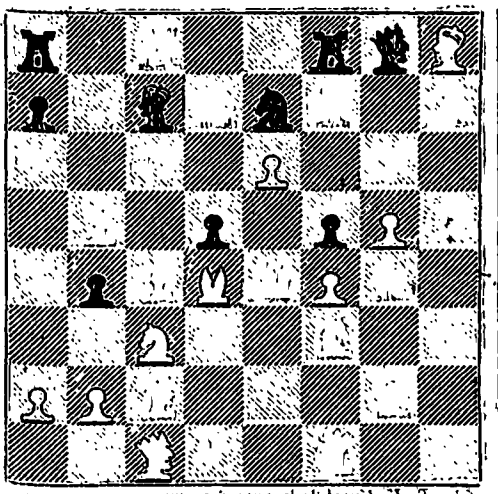
25. *B. Bishop takes Pawn.*
W. Castle takes Pawn.



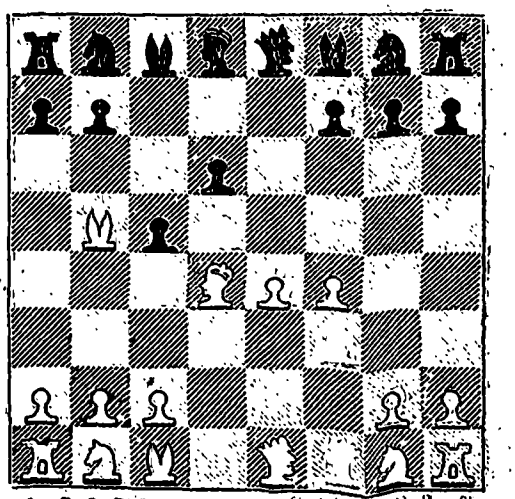
26. *B. Bishop takes Castle.*
W. Castle reprises.



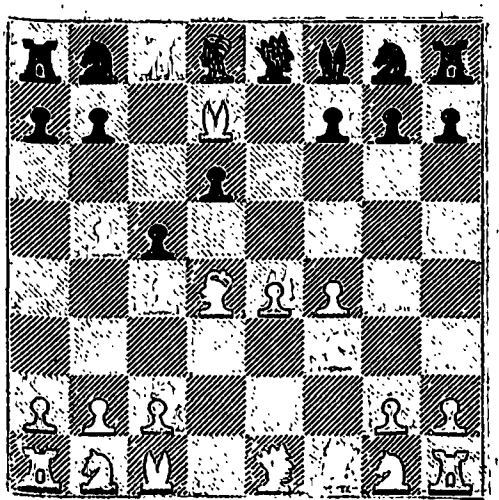
27. *B. King takes Castle.*
W. Queen gives check at Castle's 4th.



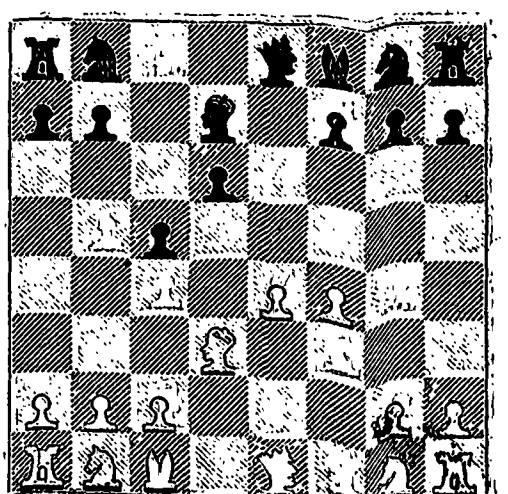
28. *B. King to his Knight's place.*
W. Queen gives Check-mate.



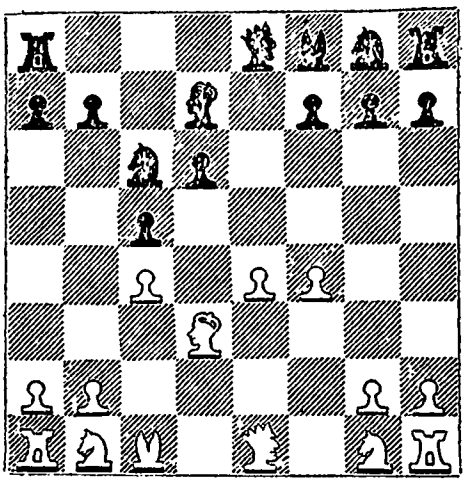
5. *B. Q. Bishop's Pawn 1 square.*
W. K. Bishop gives check.



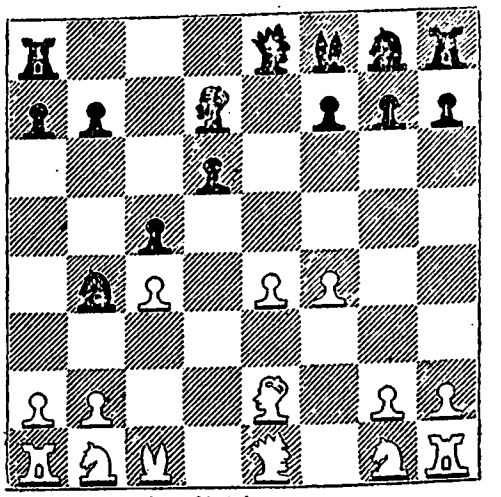
6. *B. Bishop covers the check.*
W. Bishop takes Bishop.



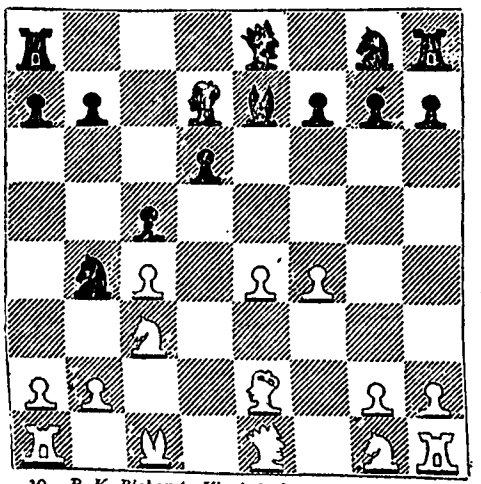
7. *B. Queen takes Bishop.*
W. Queen to her 3rd square.



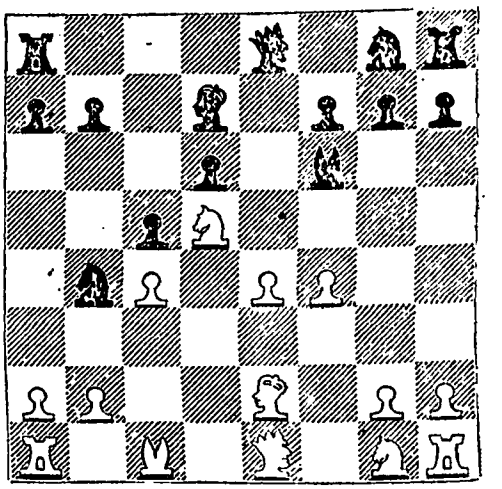
8. *B. Q. Knight to Bishop's 3rd.*
W. Q. Bishop's Pawn 2 squares.



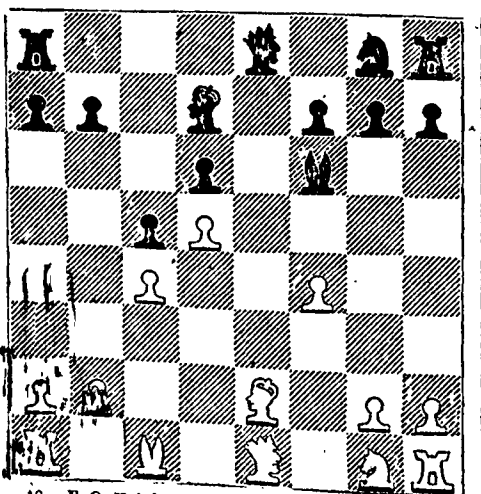
9. *B. Q. Knight to his 5th square.*
W. Queen to King's 2nd square.



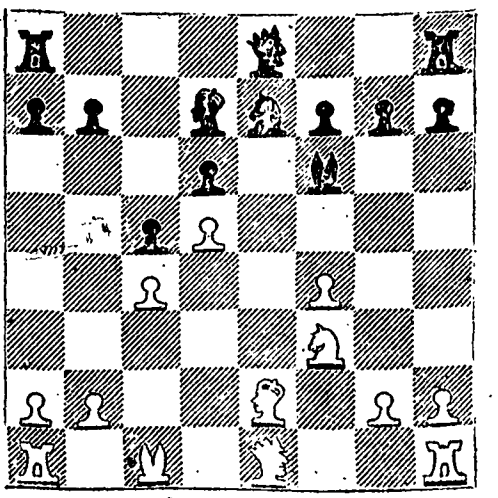
10. *B. K. Bishop to King's 2nd square.*
W. Q. Knight to Bishop's 3rd square.



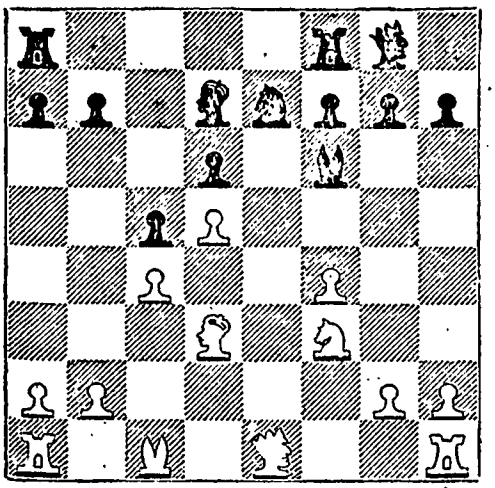
11. *B. K. Bishop to his 3rd square.*
W. Q. Knight to Queen's 5th.



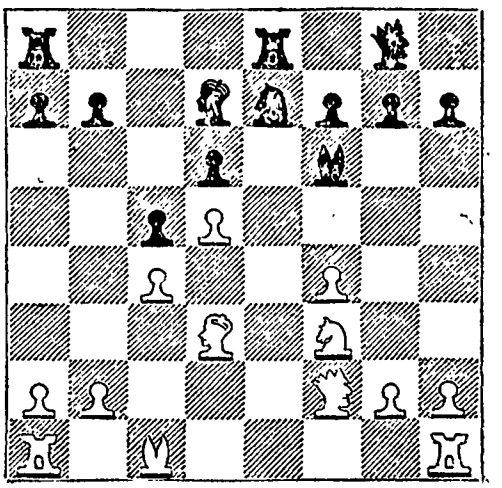
12. *B. Q. Knight takes the Knight.*
W. K. Pawn reprises, and check.



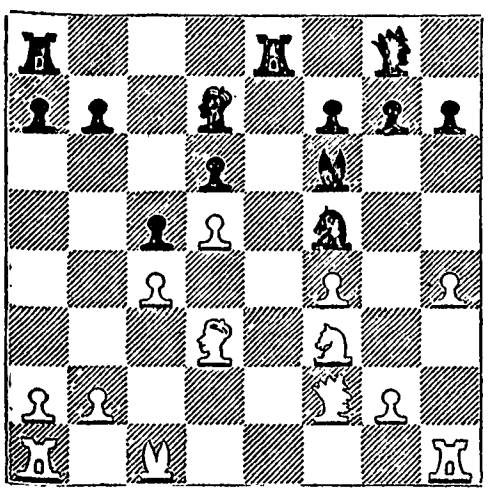
13. *B. Knight to King's 2nd square.*
W. K. Knight to Bishop's 3rd.



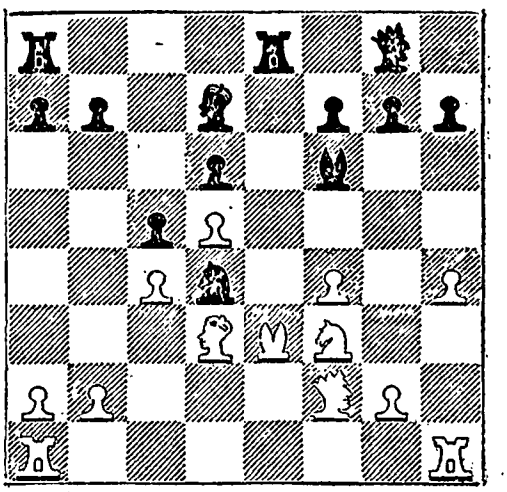
14. *B. King castles on his side.*
W. Queen to her 3rd square.



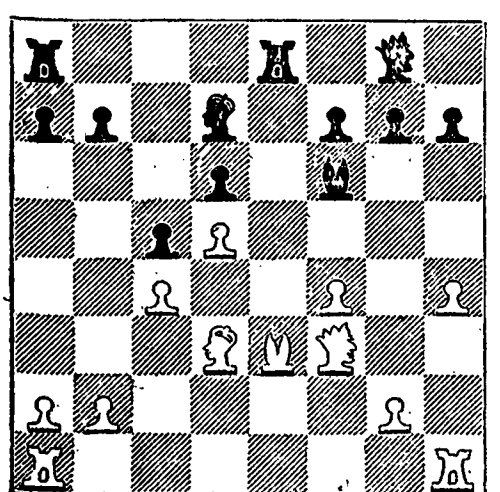
15. *B. K. Castle to King's square.*
W. King to Bishop's 2nd square.



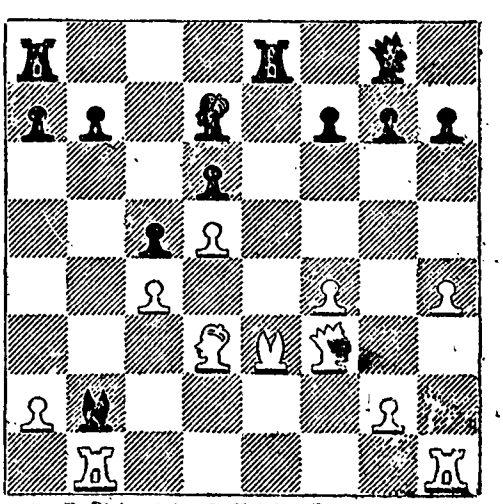
16. *B. Knight to K. Bishop's 4th.*
W. K. Castle's Pawn 2 squares.



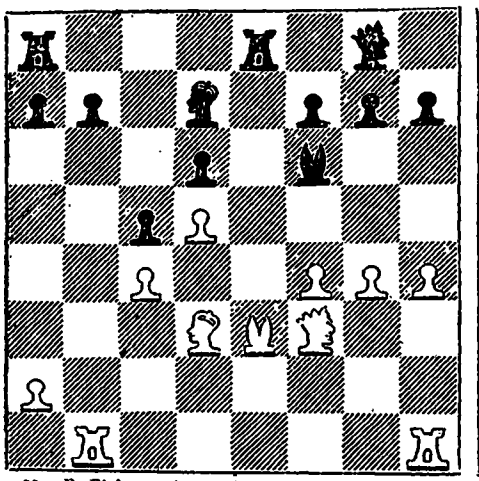
17. *B. Knight to Queen's 5th.*
W. Bishop to King's 3rd.



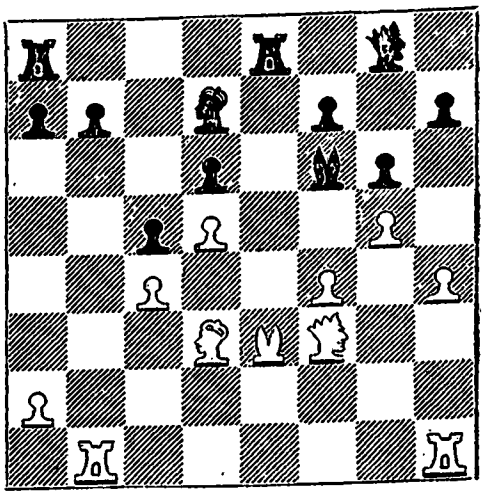
18. *B. Knight takes Knight.*
W. King retakes Knight.



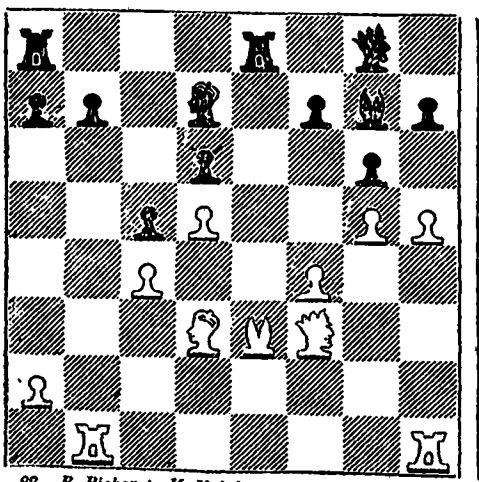
19. *B. Bishop takes Q. Knight's Pawn.*
W. Q. Castle attacks Bishop.



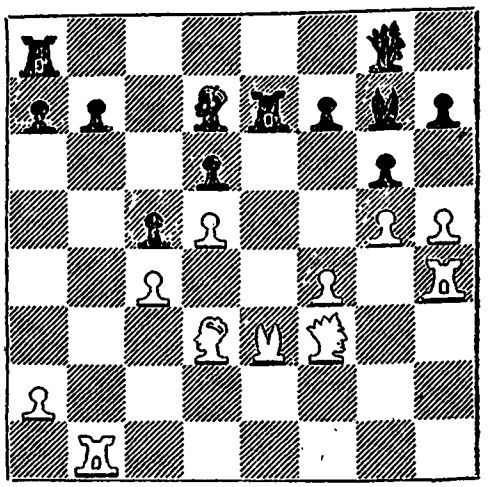
20. *B. Bishop retires to his 3rd square.*
W. K. Knight's Pawn 2 squares.



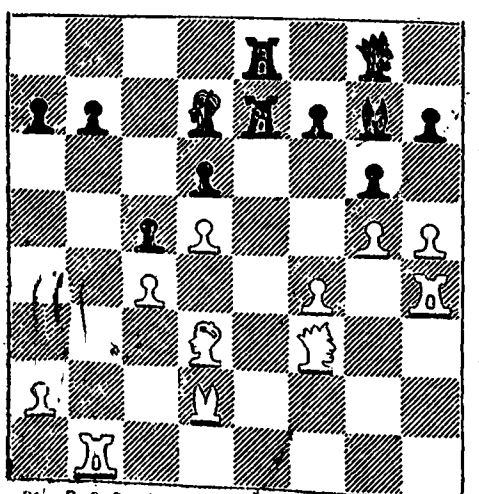
21. *B. K. Knight's Pawn 1 square.*
W. the same.



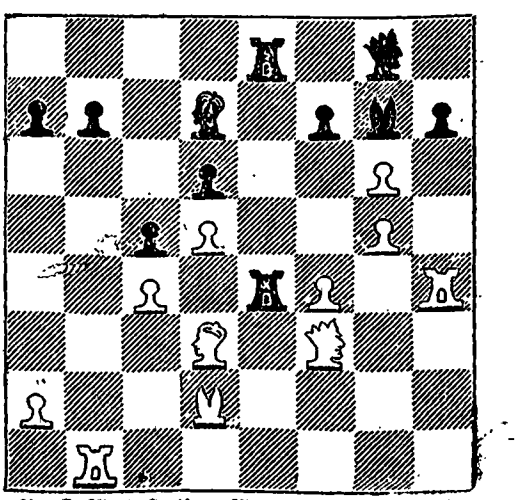
22. *B. Bishop to K. Knight's 2nd.*
W. K. Castle's Pawn 1 square.



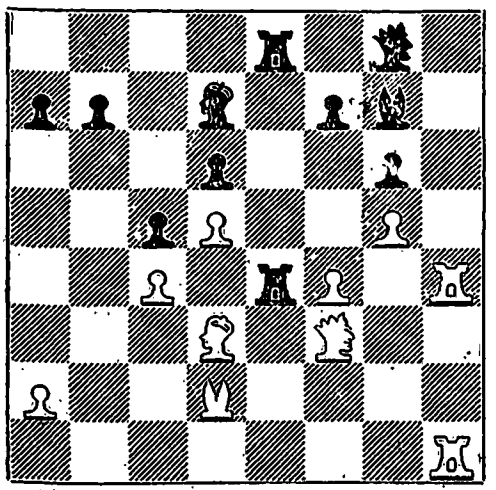
23. *B. K. Castle to King's 2nd.*
W. K. Castle to his 4th.



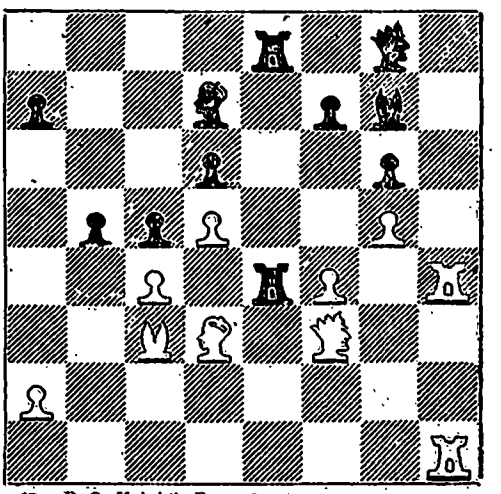
24. *B. Q. Castle to King's square.*
W. Bishop to Queen's 2nd.



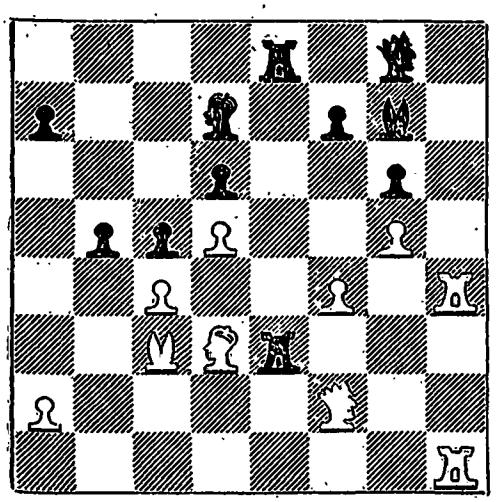
25. *B. King's Castle to King's 5th.*
W. Castle's Pawn takes the Pawn.



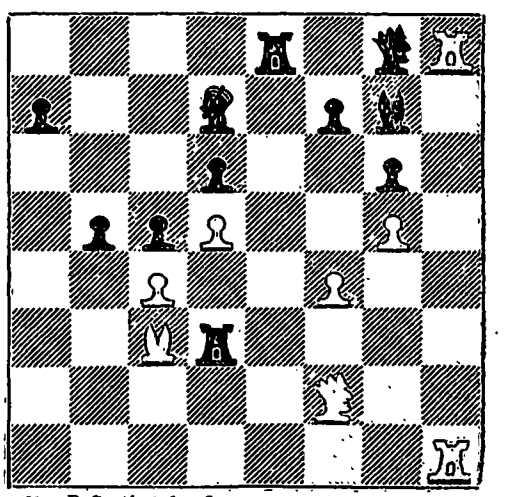
26. *B. Castle's Pawn retakes Pawn.*
W. Q. Castle to K. Castle's square.



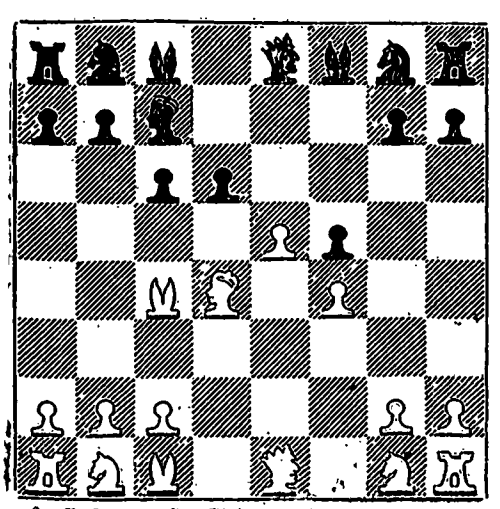
27. *B. Q. Knight's Pawn 2 squares.*
W. Bishop to his 3rd square.



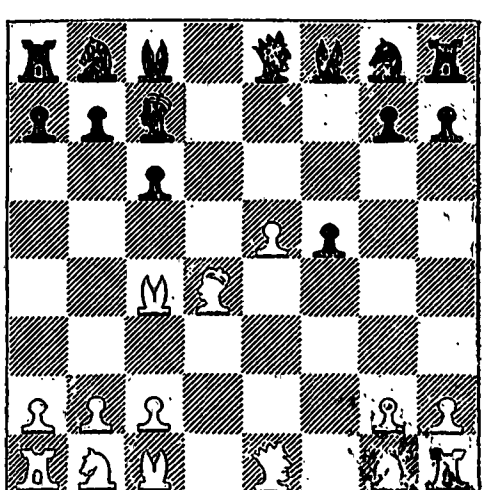
28. *B. Castle gives check.*
W. King to Bishop's 2nd.



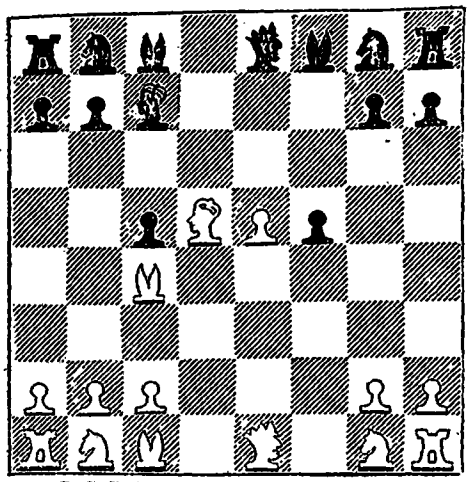
29. *B. Castle takes Queen.*
W. Castle gives Check-mate.



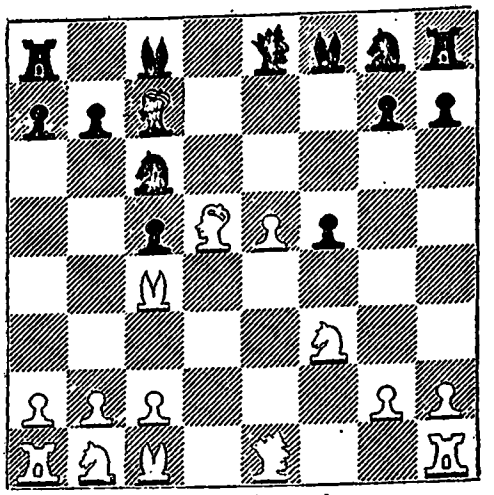
6. *B. Queen to her Bishop's 2nd.*
W. K. Bishop to Q. Bishop's 4th.



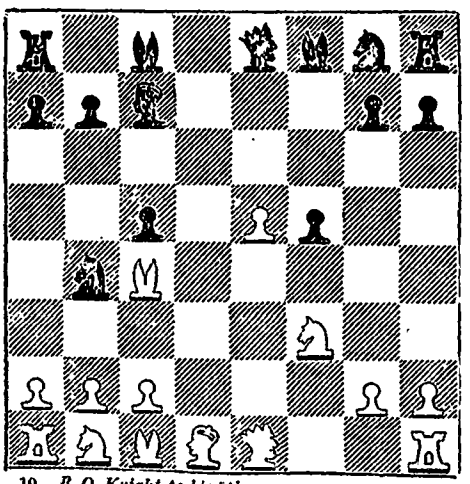
7. *B. Queen's Pawn takes Pawn.*
W. Pawn retakes.



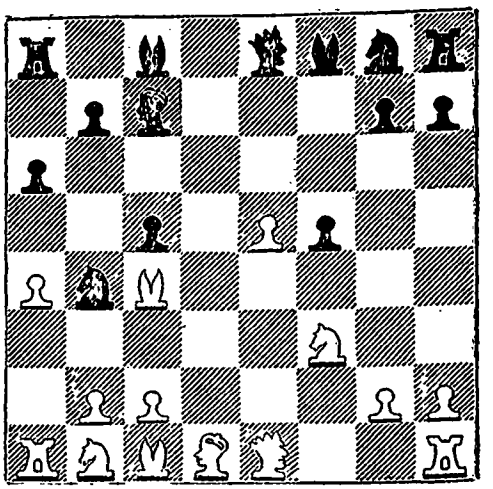
8. *B. Q. Bishop's Pawn* 1 *move.*
W. Queen to her 5th.



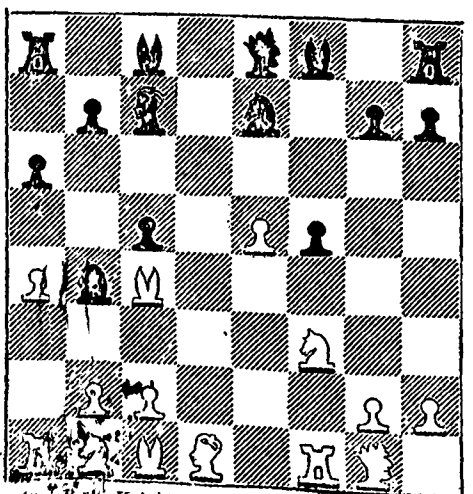
9. *B. Q. Knight to his Bishop's 3rd.*
W. K. Knight to his Bishop's 3rd.



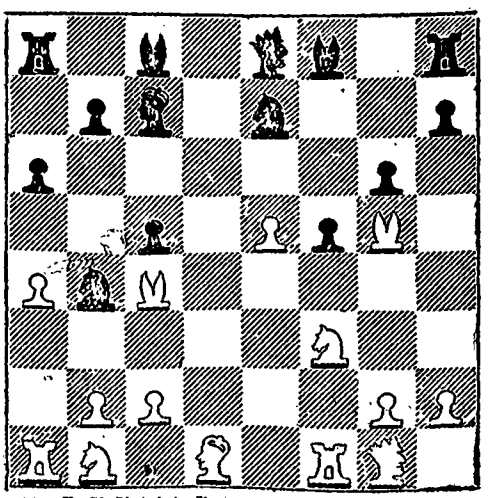
10. *B. Q. Knight to his 5th.*
W. Queen to her own square.



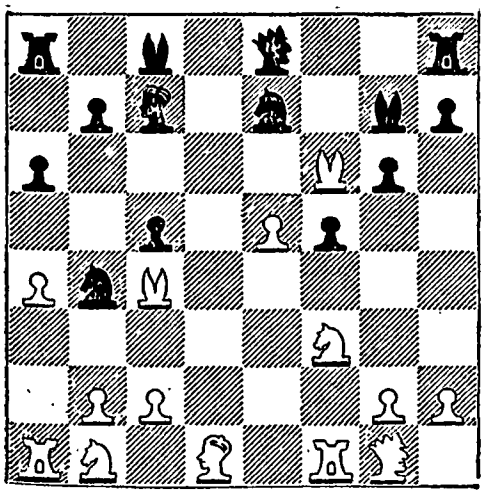
11. *B. Q. Castle's Pawn* 1 *square.*
W. Q. Castle's Pawn 2 *squares.*



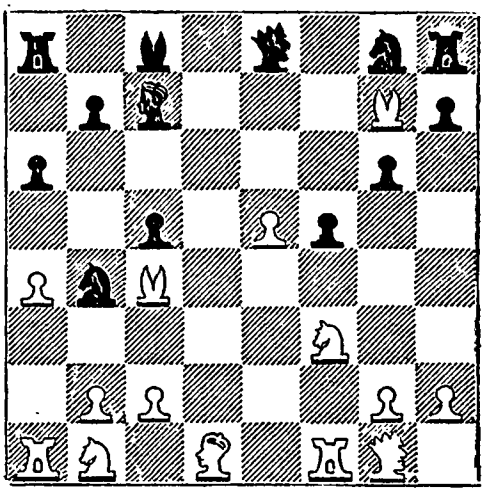
B. K. Knight to King's 2nd.
W. King castles.



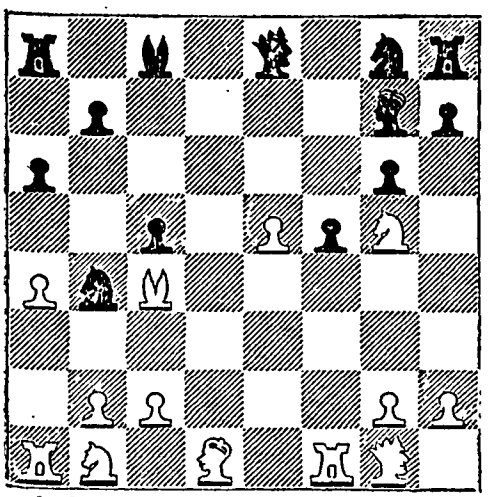
13. *B. K. Knight's Pawn* 1 *square.*
W. Q. Bishop to K. Knight's 5th.



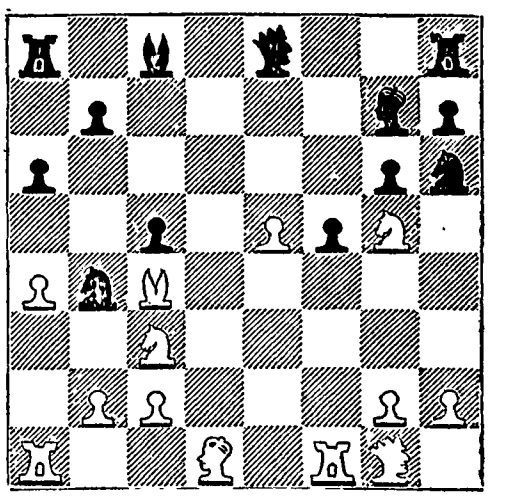
14. *B. K. Bishop to Knight's 2nd.*
W. Q. Bishop to B. K. Bishop's 3rd.



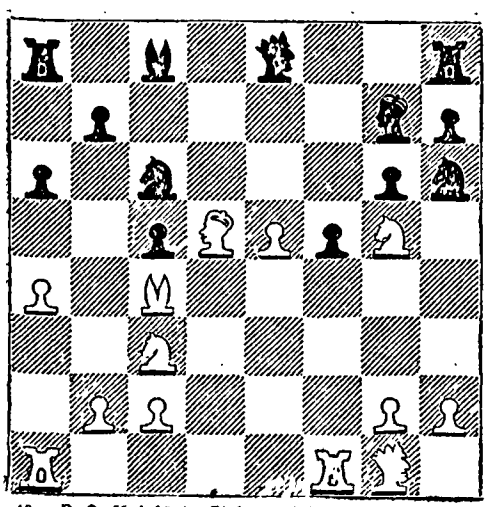
15. *B. K. Knight to his own square.*
W. Q. Bishop takes Bishop.



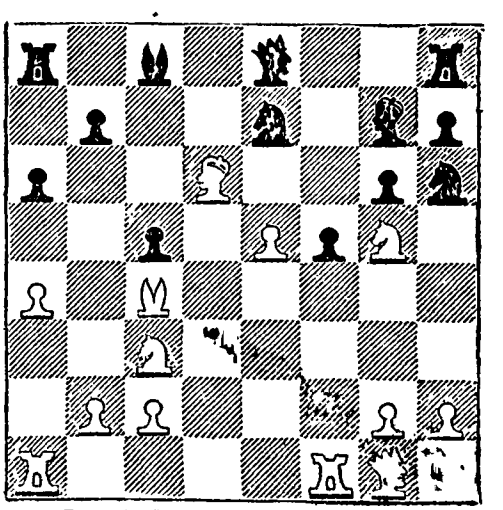
16. *B. Queen retakes Bishop.*
W. K. Knight to his 5th.



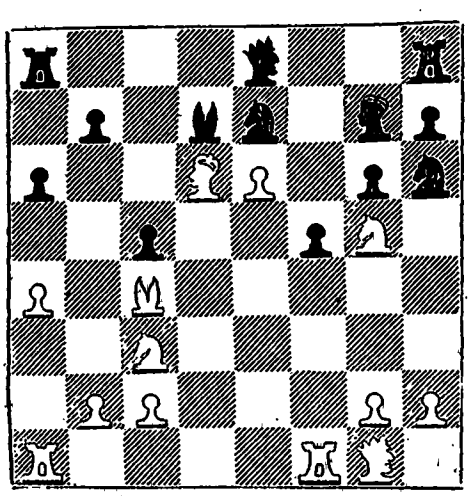
17. *B. K. Knight to Castle's 3rd.*
W. Q. Knight to Bishop's 3rd.



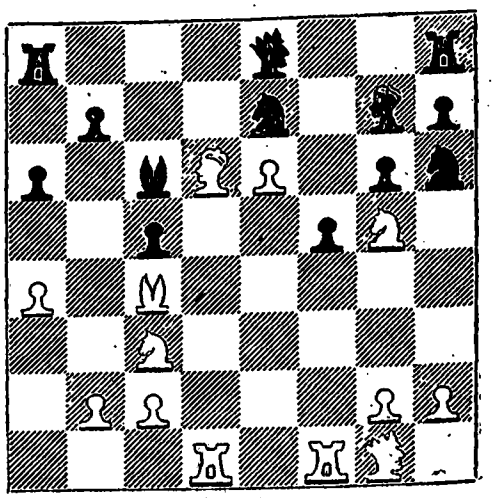
18. *B. Q. Knight to Bishop's 4th.*
W. Queen to her 5th.



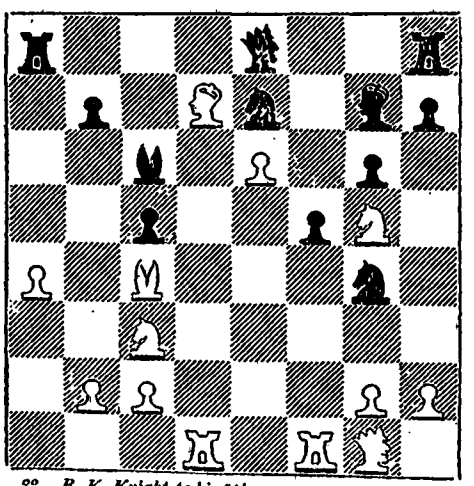
19. *B. Q. Knight to King's 2nd.*
W. Queen to her 6th.



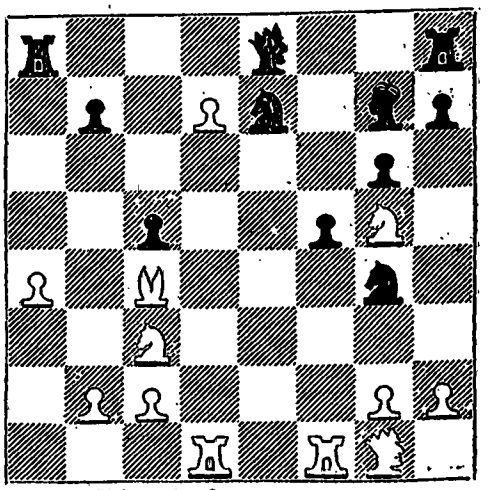
20. *B. Bishop to Queen's 2nd.*
W. King's Pawn advances.



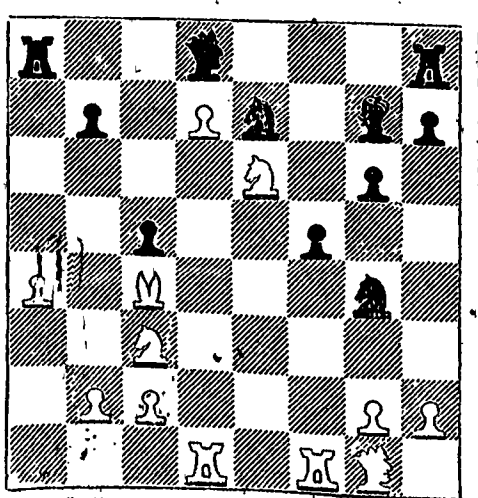
21. *B. Q. Bishop to his 3rd square.*
W. Q. Castle to Queen's square.



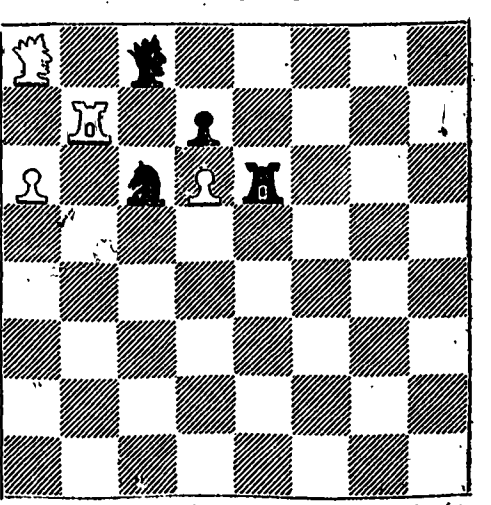
22. *B. K. Knight to his 5th.*
W. Queen gives check at B. Queen's 2nd.



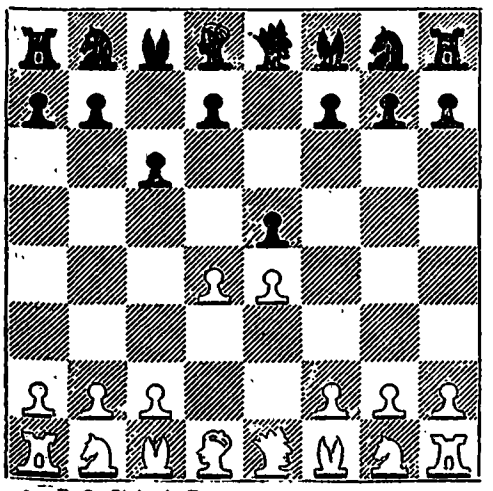
23. *B. Bishop takes Queen.*
W. Pawn takes Bishop and gives check.



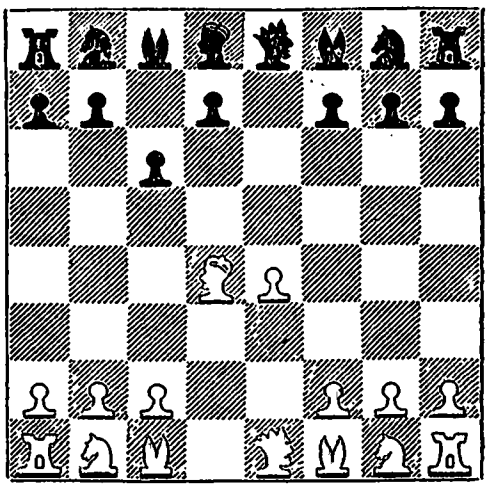
24. *B. King to his Queen's square.*
W. Knight gives Check-mate.



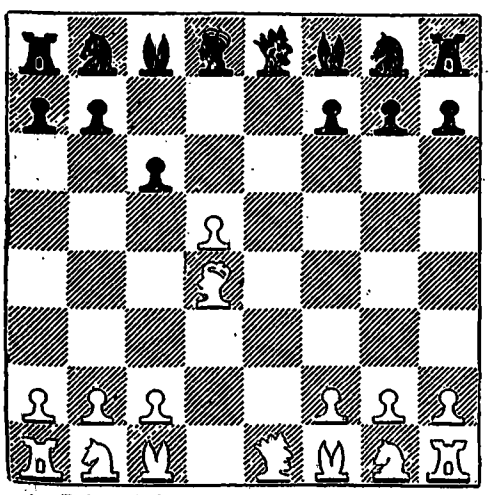
Critical situation, from Stamma. *White being to move, obtains a* Stale-mate: *viz. Castle is moved to 2; the Knight must take, when Pawn is advanced to 9.*



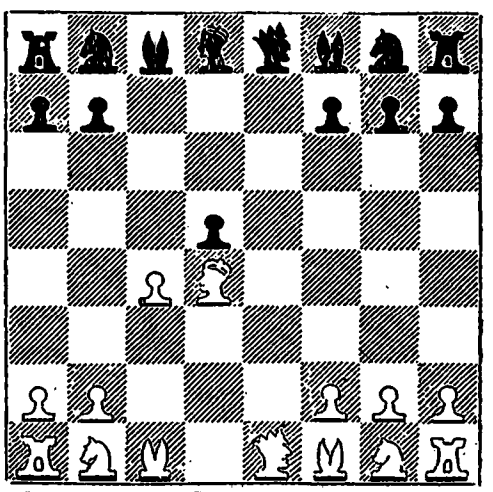
2. *B. Q. Bishop's Pawn 1 square.*
W. Queen's Pawn 2 squares.



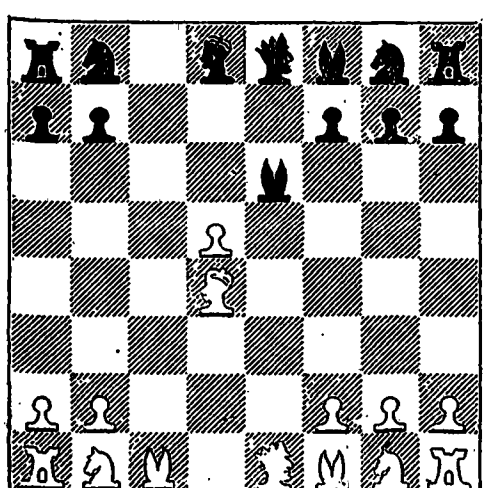
3. *B. Pawn takes Pawn.*
W. Queen takes Pawn.



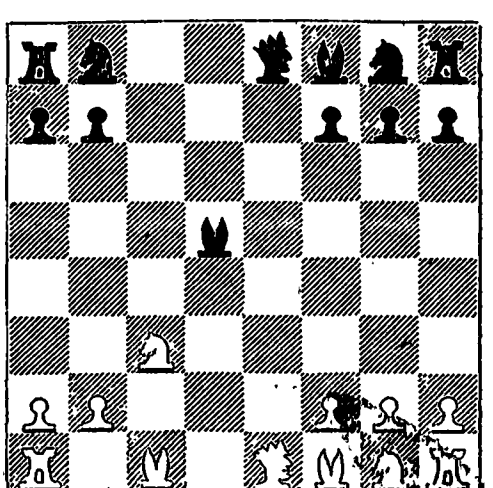
4. *B. Queen's Pawn 2 squares.*
W. Pawn takes Pawn.



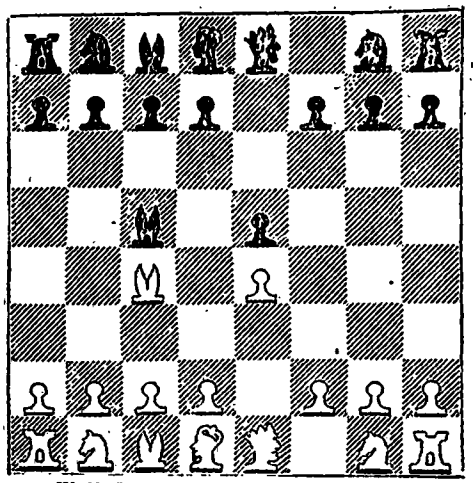
5. *B. Pawn takes Pawn.*
W. Q. Bishop's Pawn 2 squares.



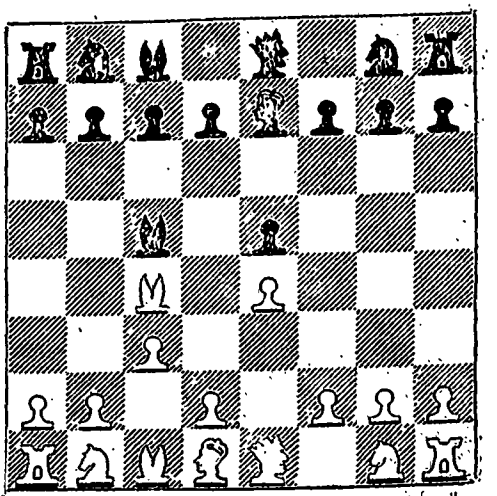
6. *B. Q. Bishop to King's 3rd.*
W. Pawn takes Pawn.



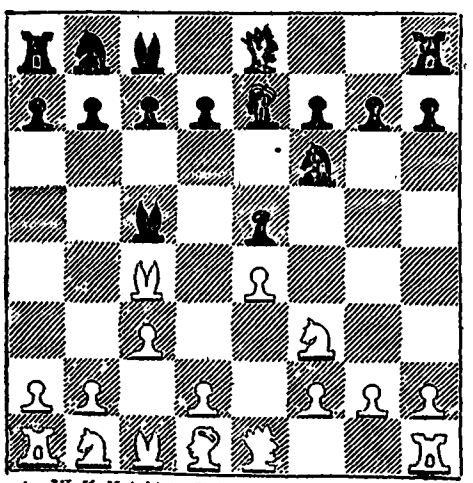
7. *B. Queen reprises.* *W. Queen takes Queen.*
8. *B. Bishop reprises.* *W. Q. Knight to Bishop's 3rd.*



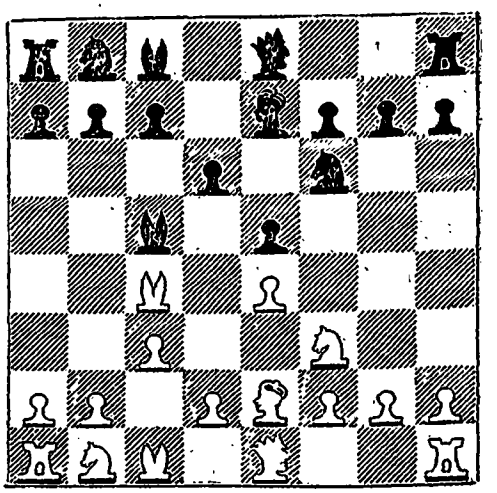
2. *W. K. Bishop to Q. Bishop's 4th.*
B. the same. (Note.)



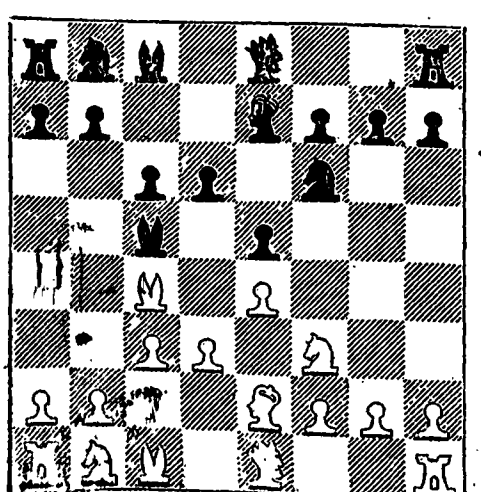
3. *W. Q. Bishop's Pawn 1 square.*
B. Queen to King's 2nd. (Note.)



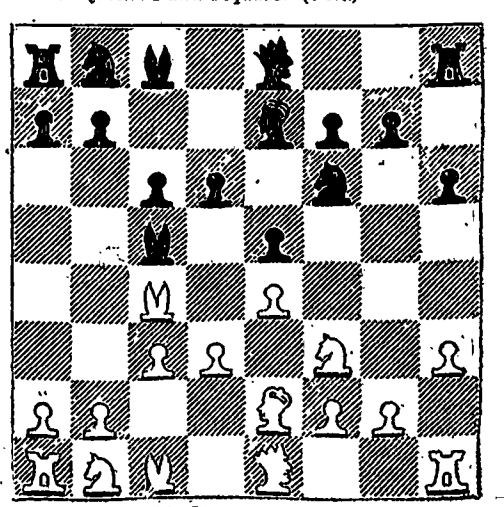
4. *W. K. Knight to Bishop's 3rd.*
B. the same. (Note.)



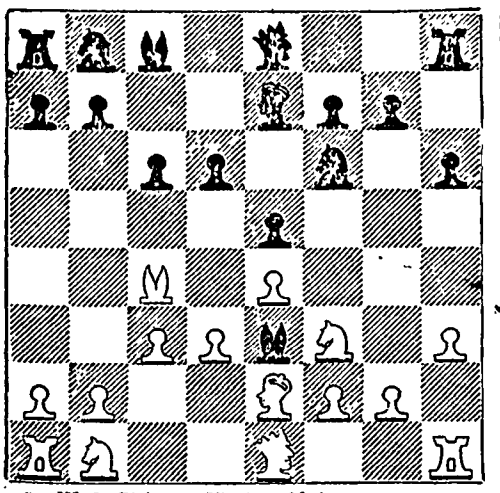
5. *W. Queen to King's 2nd.*
B. Queen's Pawn 1 square. (Note.)



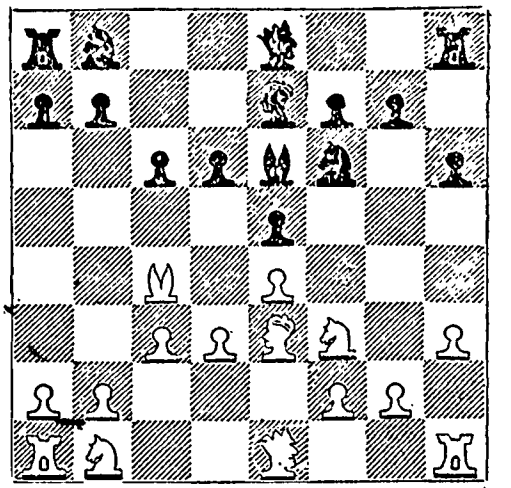
6. *W. Queen's Pawn 1 square.*
B. Q. Bishop's Pawn 1 square. (Note.)



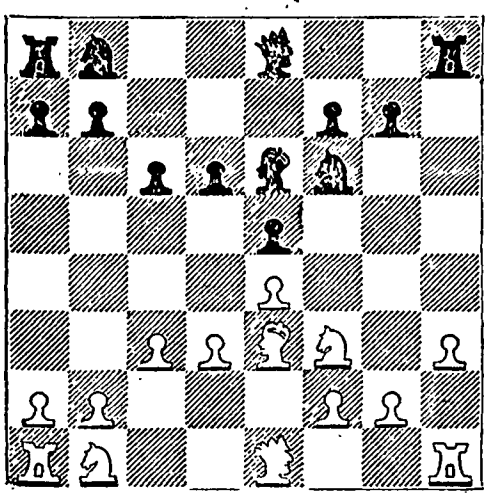
7. *W. K. Castle's Pawn 1 square.* (Note.)
B. the same.



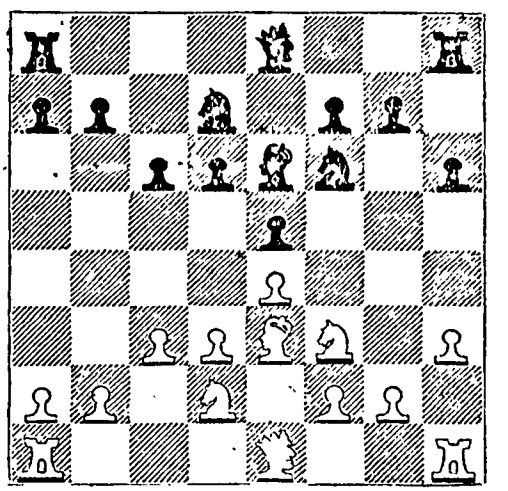
8. *W. Q. Bishop to King's 3rd.*
B. K. Bishop takes Bishop. (Note.)



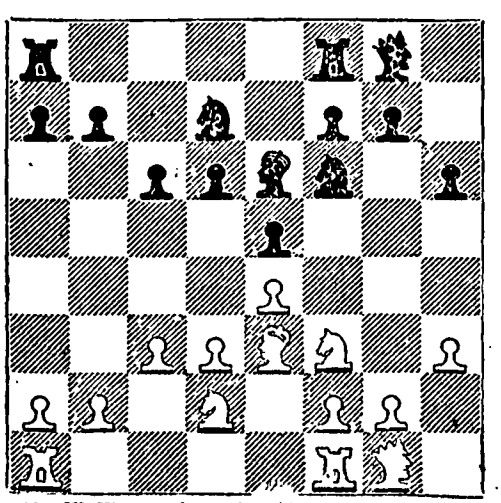
9. *W. Queen takes Bishop.*
B. Q. Bishop to King's 3rd.



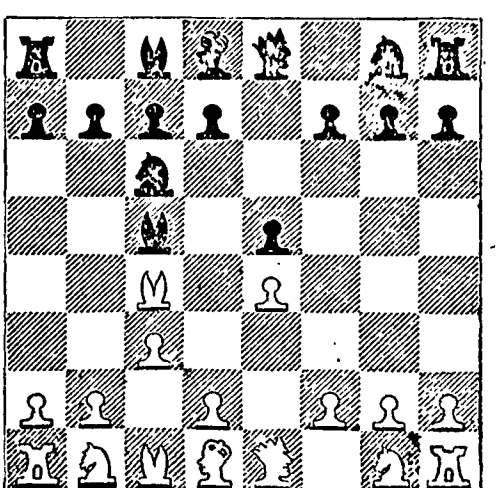
10. *W. K. Bishop takes Bishop.*
B. Queen takes Bishop. (Note.)



11. *W. Q. Knight to Queen's 2nd.*
B. the same.

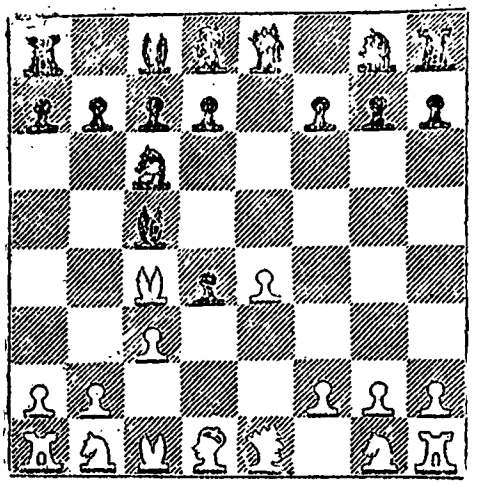


12. *W. King castles on his side.*
B. the same.

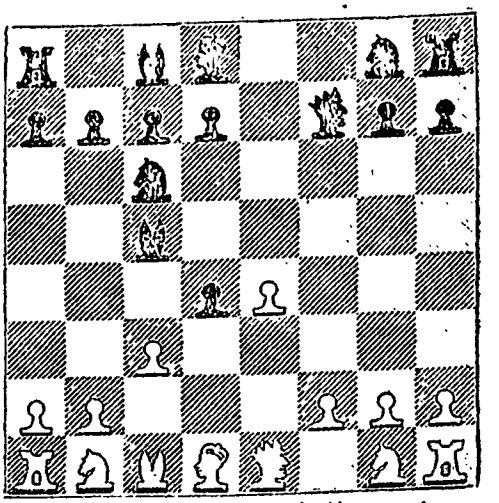


3. *W. Q. Bishop's Pawn 1 square.*
B. Q. Knight to Bishop's 3rd. (Note.)

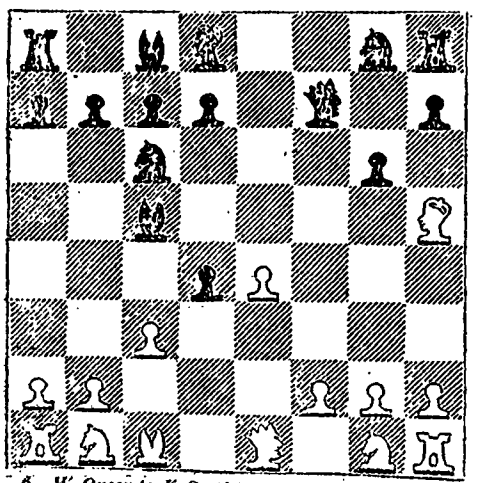
47636



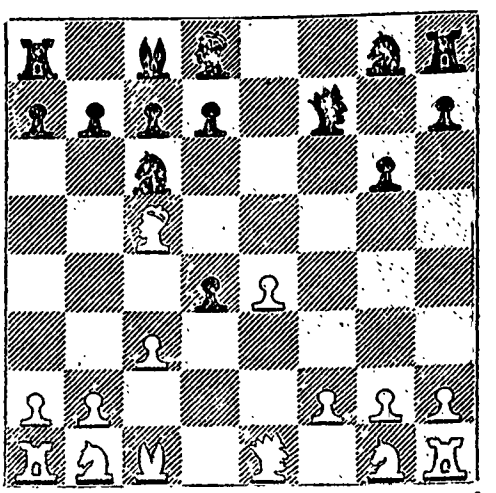
4. *W. Queen's Pawn 2 squares.*
B. Pawn takes Pawn. (Note.)



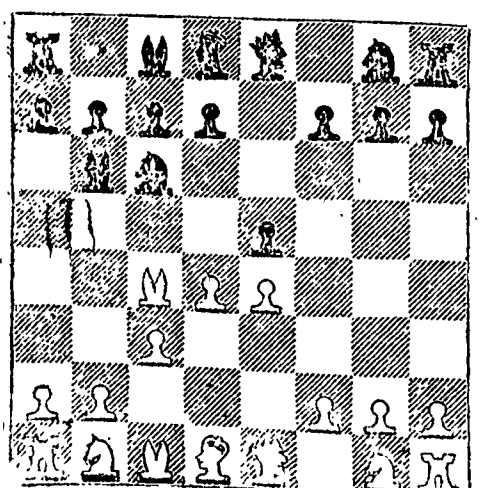
5. *W. K. Bishop takes Pawn, checking.*
B. King takes Bishop. (Note.)



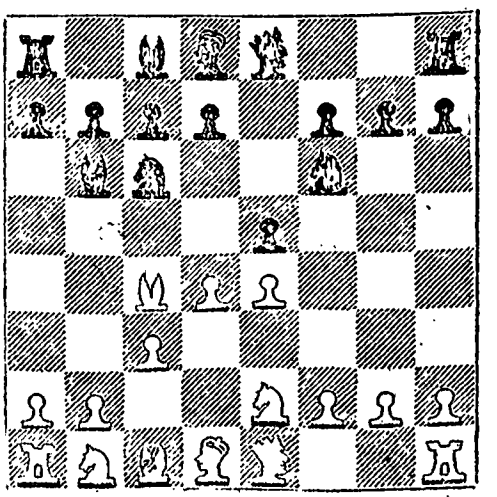
6. *W. Queen to K. Castle's 5th, checking.*
B. K. Knight's Pawn 1 square.



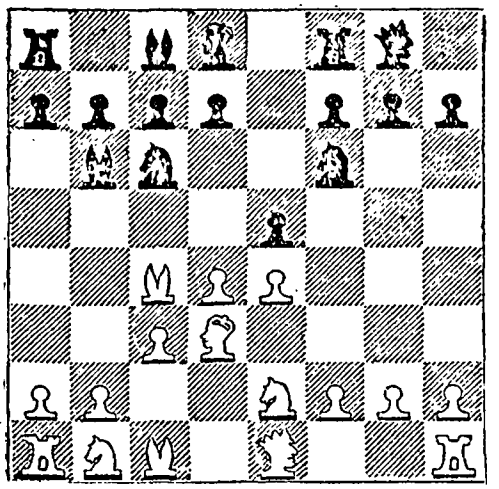
7. *W. Queen takes Bishop, and has a very good game.*



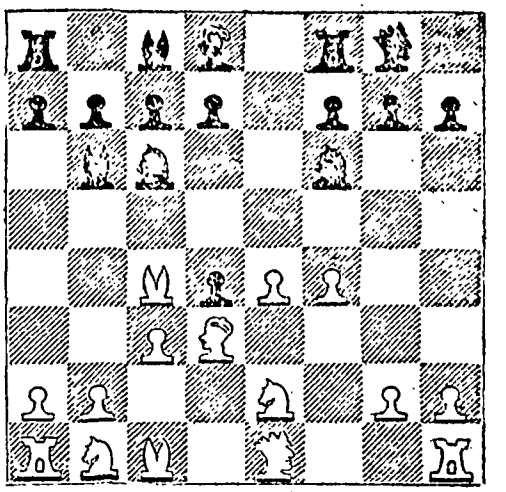
4. *W. Queen's Pawn 2 squares.*
B. K. Bishop to Q. Knight's 3rd.



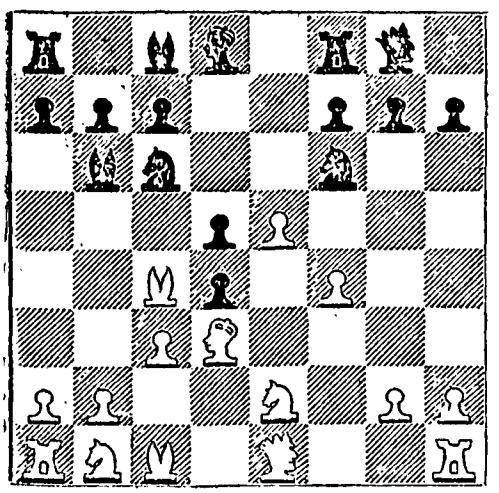
5. *W. K. Knight to King's 2nd.*
B. K. Knight to Bishop's 3rd.



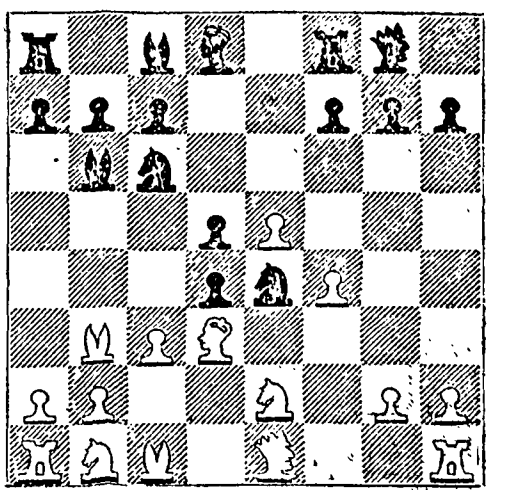
6. *W. Queen to her 3rd square.*
B. King castles.



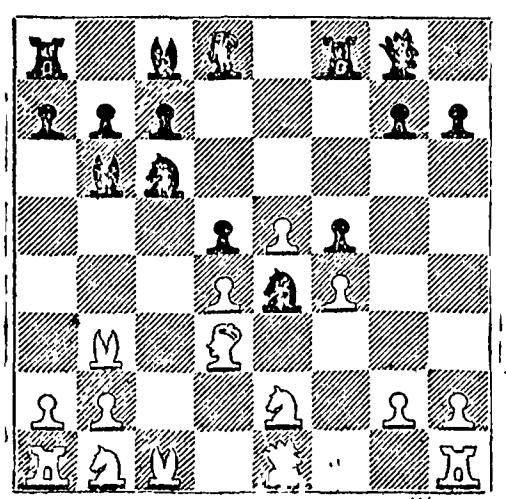
7. *W. K. Bishop's Pawn 2 squares.*
B. King's Pawn takes Queen's Pawn.



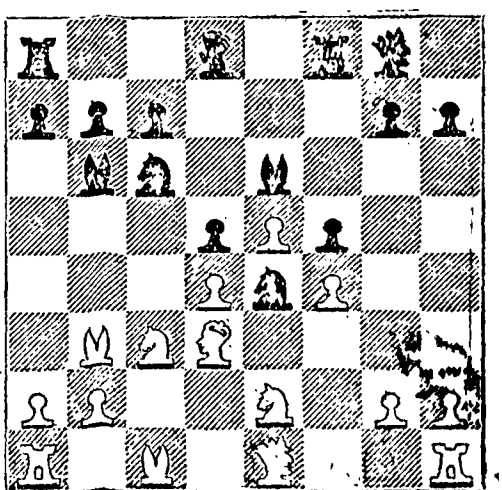
8. *W. King's Pawn 1 square.*
B. Queen's Pawn 2 squares. (Note.)



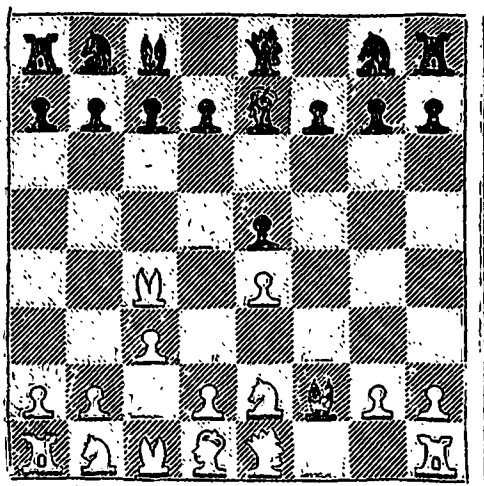
9. *W. K. Bishop to Q. Knight's 3rd.*
B. K. Knight to King's 5th.



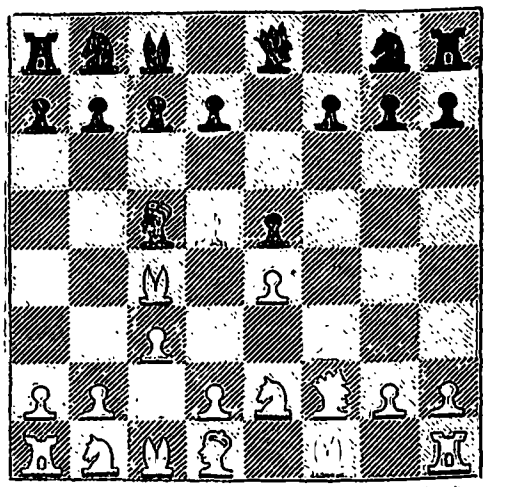
10. *W. Q. Bishop's Pawn takes Pawn.*
B. K. Bishop's Pawn 2 squares. (Note.)



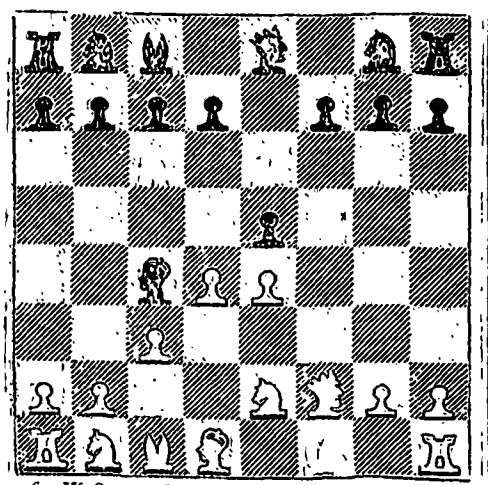
11. *W. Q. Knight to Bishop's 3rd.*
B. Q. Bishop to King's 3rd.



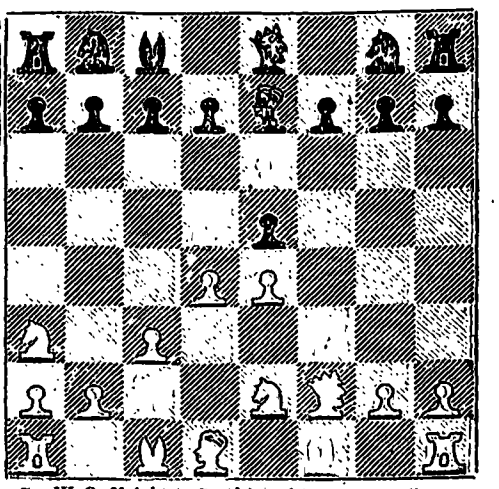
4. *W. K. Knight to King's 2nd.* (Censured.) Note.
B. K. Bishop takes Pawn, checking.



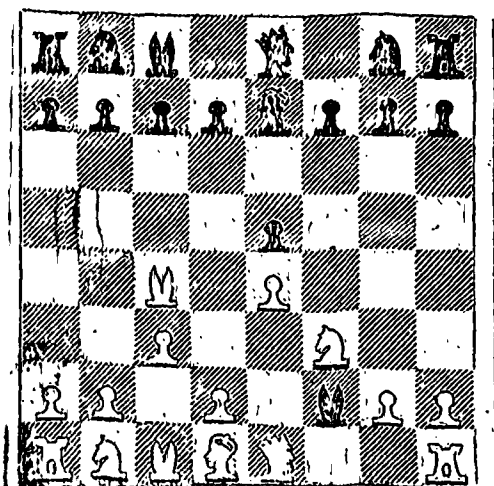
5. *W. King takes Bishop.*
B. Queen to her Bishop's 4th, checking.



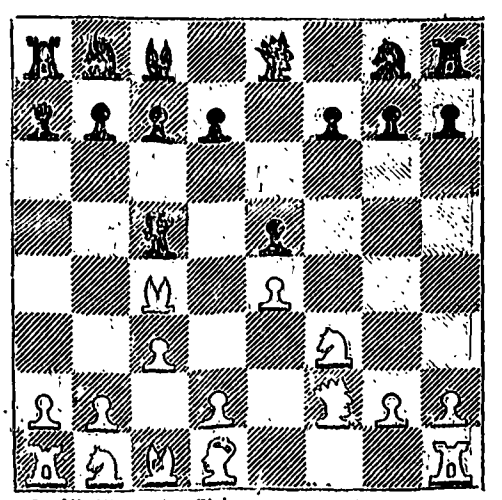
6. *W. Queen's Pawn 2 squares.*
B. Queen takes Bishop.



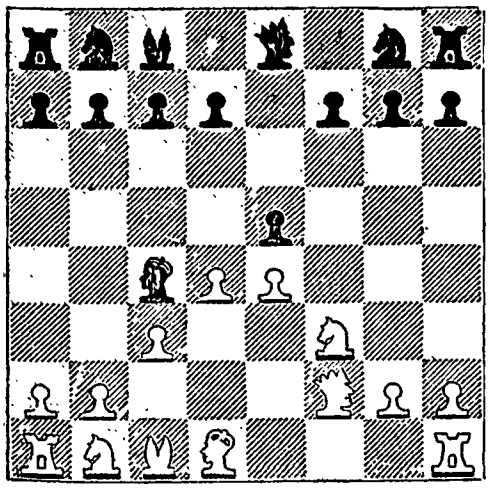
7. *W. Q. Knight to Castle's 3rd.*
B. Queen to King's 2nd.



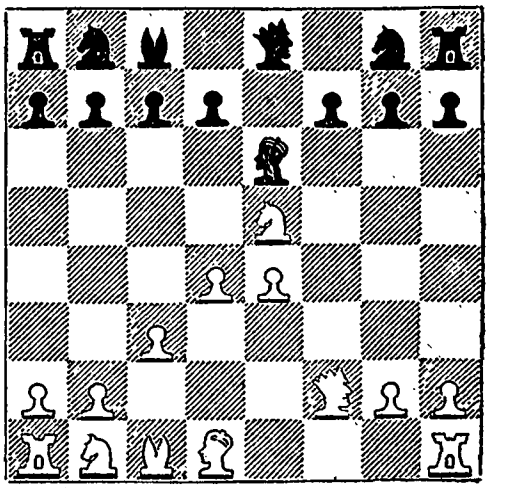
4. *W. K. Knight to Bishop's 3rd.* [Note.
B. K. Bishop takes Pawn, checking. (Censured.)



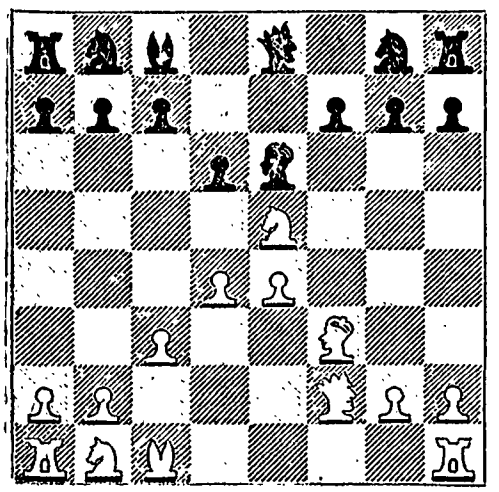
5. *W. King takes Bishop.*
B. Queen to Bishop's 4th, checking.



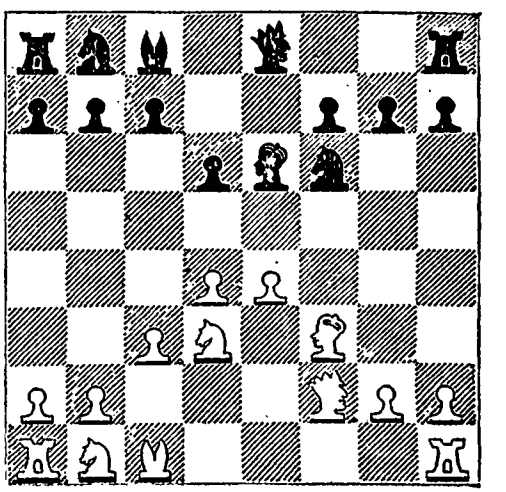
6. *W. Queen's Pawn interposes.*
B. Queen takes Bishop.



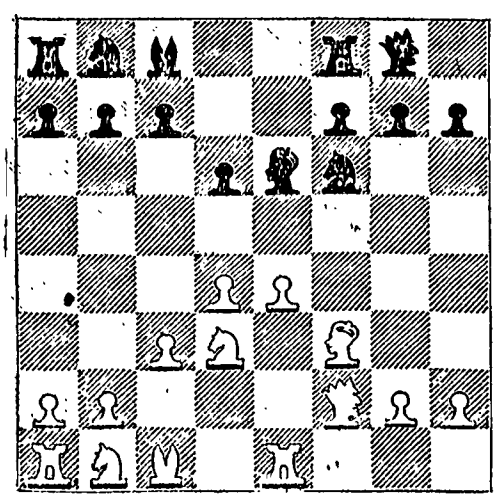
7. *W. K. Knight takes King's Pawn.*
B. Queen to King's 3rd.



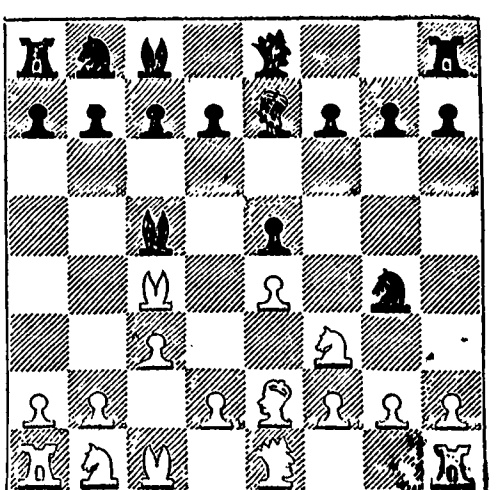
8. *W. Queen to K. Bishop's 3rd.*
B. Queen's Pawn 1 square.



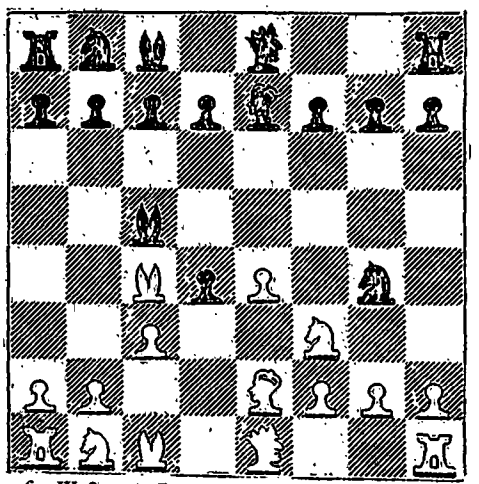
9. *W. Knight to Queen's 3rd.*
B. K. Knight to Bishop's 3rd.



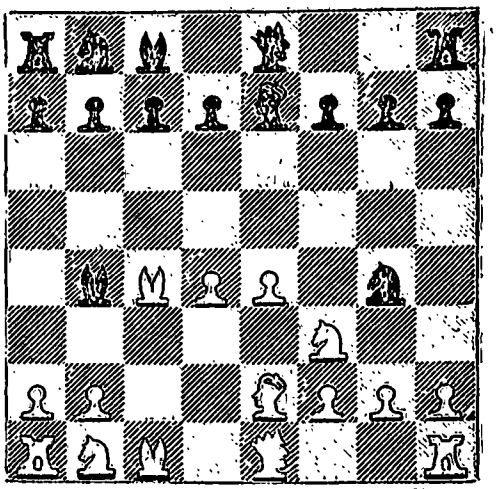
10. *W. K. Castle to King's square.*
B. King castles.



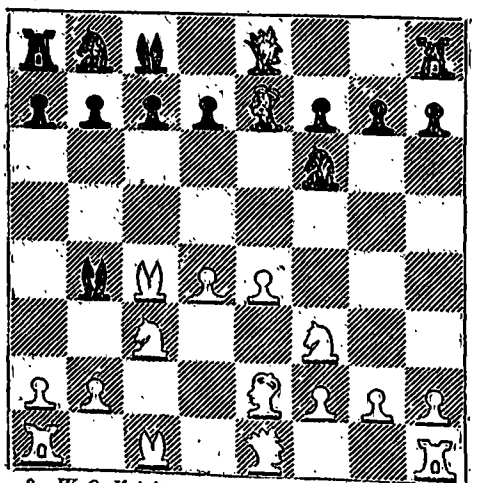
5. *W. Queen to King's 2nd.*
B. K. Knight to his 5th square. (Censured.)



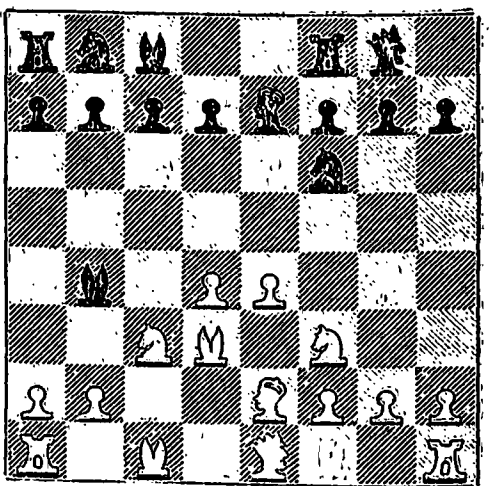
6. *W. Queen's Pawn 2 squares.*
B. Pawn takes Pawn.



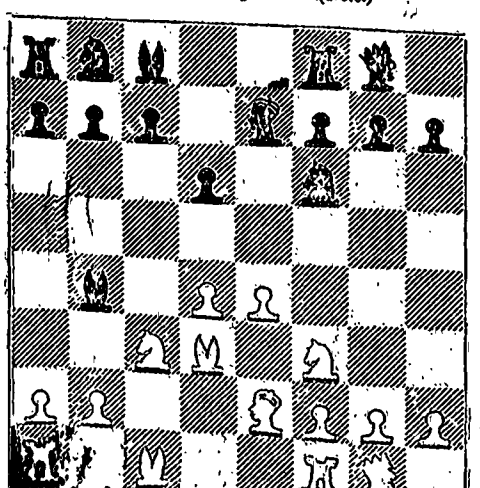
7. *W. Pawn takes Pawn.*
B. K. Bishop gives check.



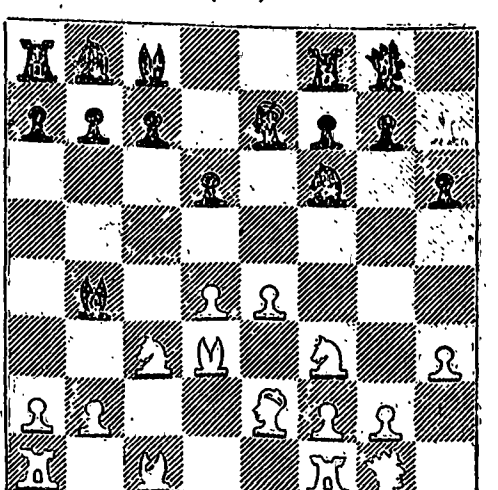
8. *W. Q. Knight to Bishop's 3rd.*
B. K. Knight to Bishop's 3rd. (Note.)



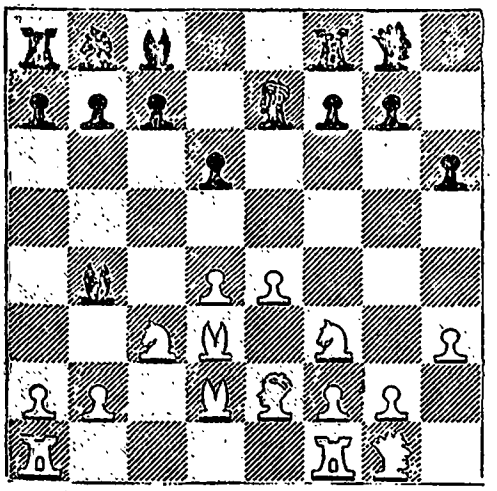
9. *W. K. Bishop to Queen's 3rd.*
B. King castles. (Note.)



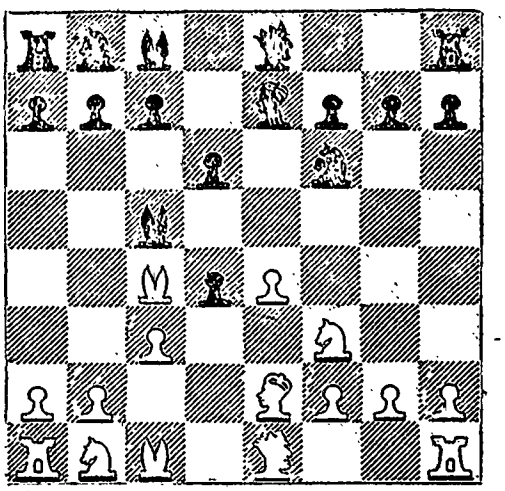
10. *W. King castles.*
B. Queen's Pawn 1 square.



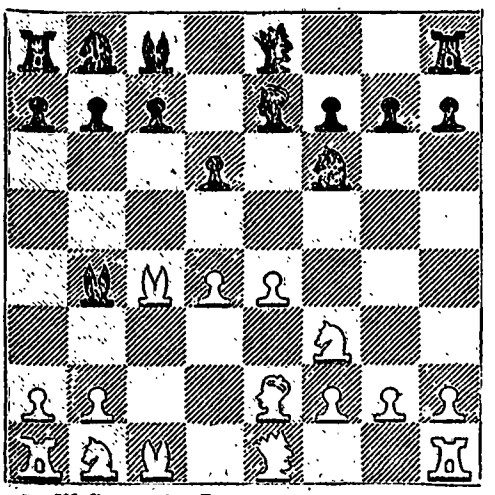
11. *W. K. Castle's Pawn 1 square.*
B. the same.



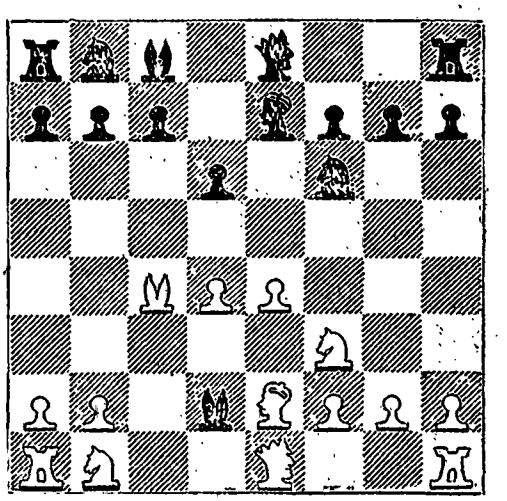
1Q. *W. Q. Bishop to Queen's 2nd. White has the best of the game.*



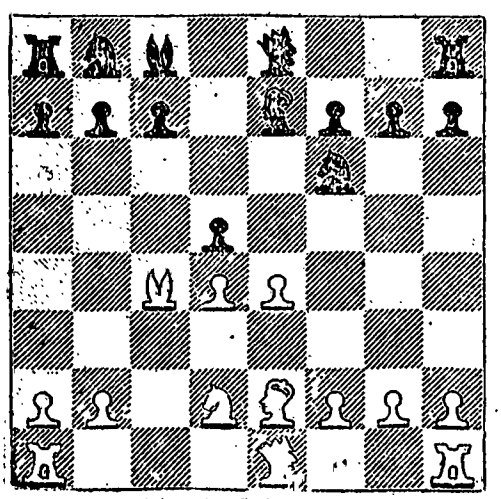
6. *W. Queen's Pawn 2 squares.*
B. Pawn takes Pawn.



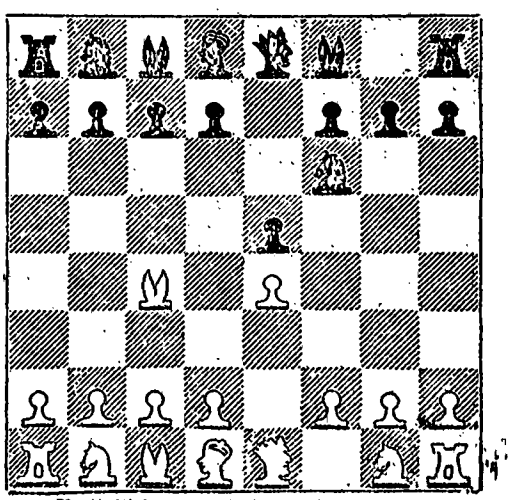
7. *W. Pawn takes Pawn.*
B. K. Bishop gives check.



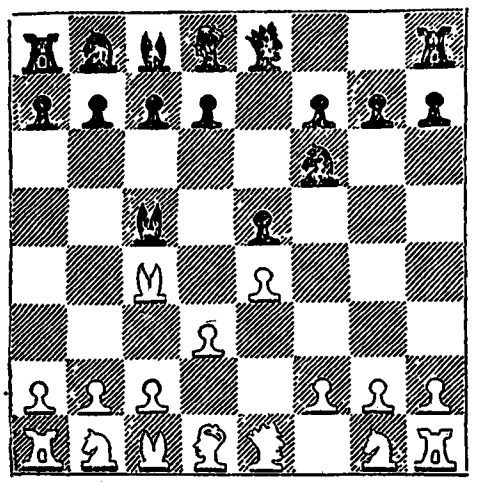
8. *W. Q. Bishop interposes.*
B. Bishop takes Bishop.



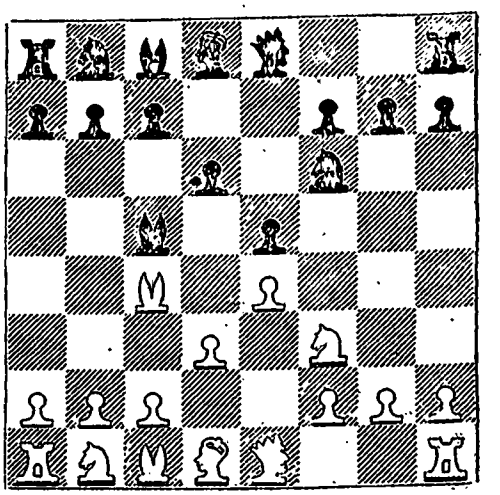
9. *W. Q. Knight takes Bishop.*
B. Q. Paun 1 square.



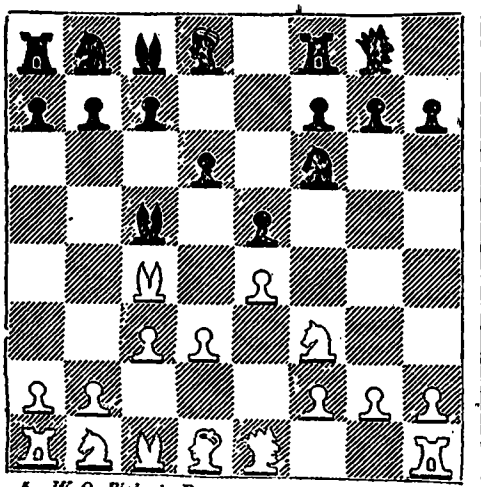
2. *W. K. Bishop to Q. Bishop's 4th.*
B. K. Knight to Bishop's 3rd.



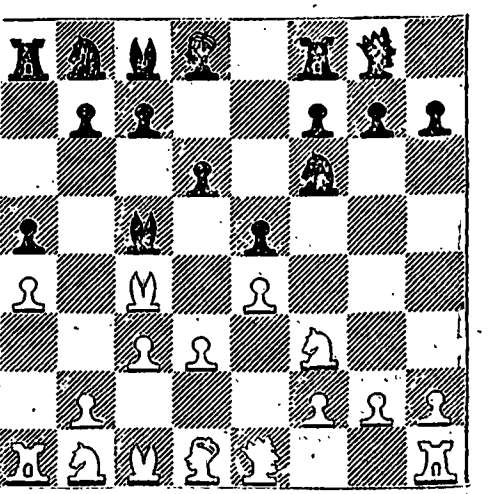
3. *W. Queen's Pawn 1 square.*
B. K. Bishop to Q. Bishop's 4th.



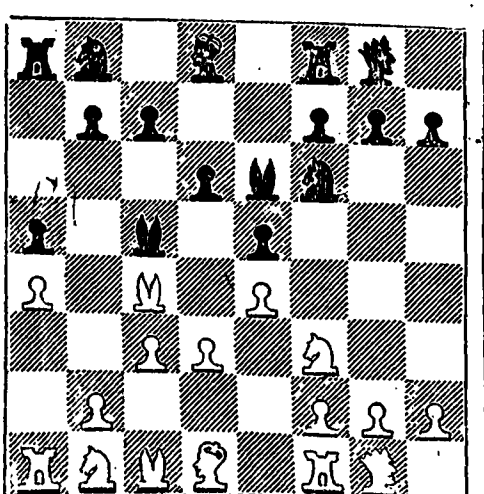
4. *W. K. Knight to Bishop's 3rd.* (Note.)
B. Queen's Pawn 1 square.



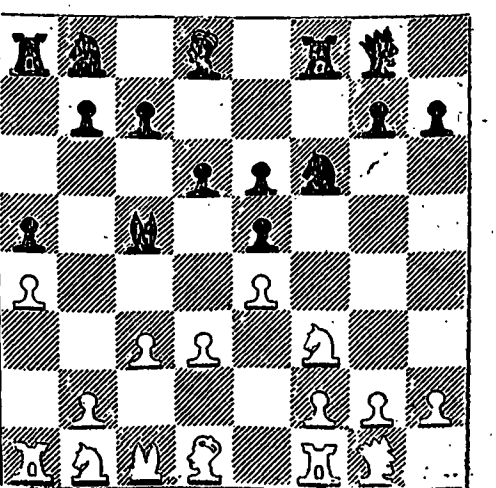
5. *W. Q. Bishop's Pawn 1 square.*
B. King castles.



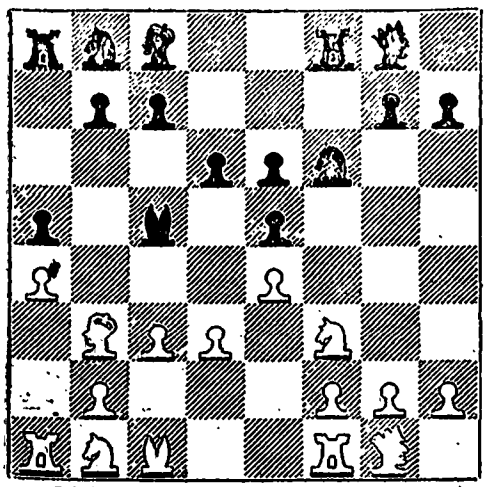
6. *W. Q. Castle's Pawn 2 squares.*
B. the same.



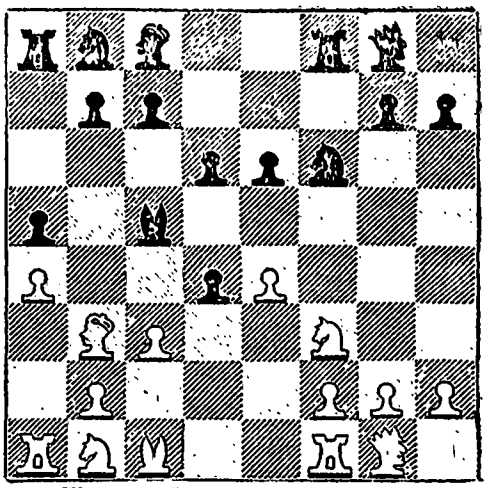
7. *W. King castles.*
B. Q. Bishop to King's 3rd.



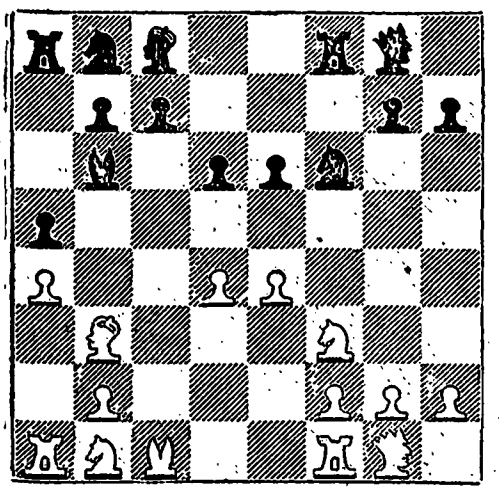
8. *W. Bishop takes Bishop.*
B. Pawn takes Bishop.



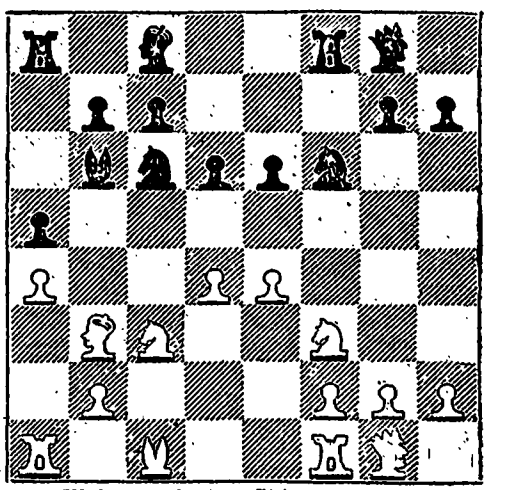
9. *W. Queen to Knight's 3rd.*
B. Queen to Q. Bishop's square.



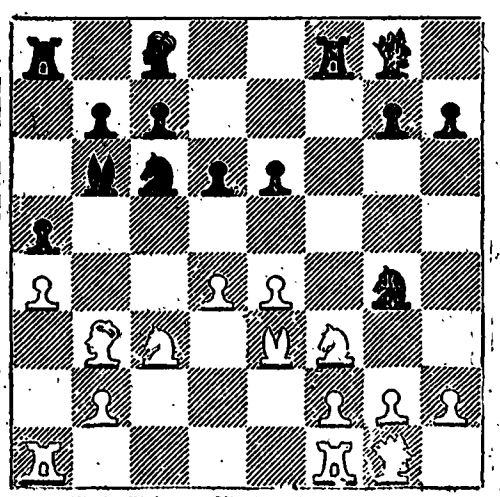
10. *W. Queen's Pawn 1 square.*
B. King's Pawn takes Pawn.



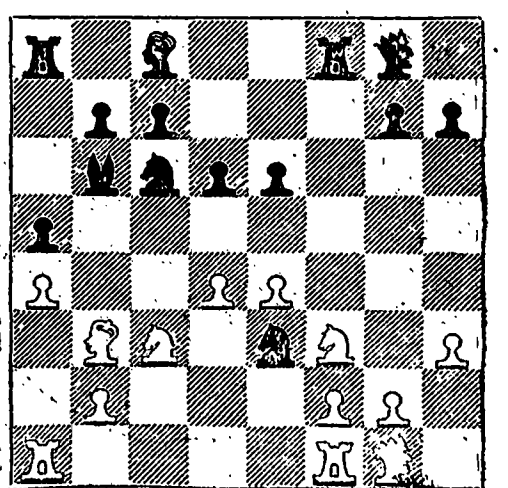
11. *W. Pawn takes Pawn.*
B. Bishop to Q. Knight's 3rd.



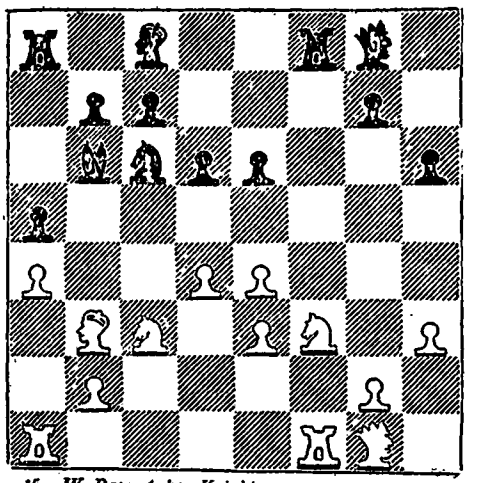
12. *W. Queen's Knight to Bishop's 3rd.*
B. the same.



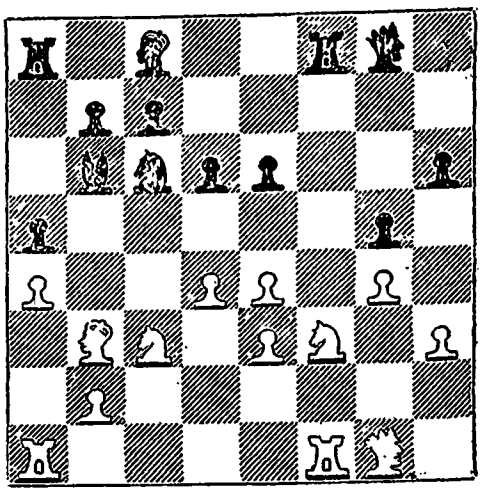
13. *W. Q. Bishop to King's 2nd.*
B. K. Knight to his 5th square.



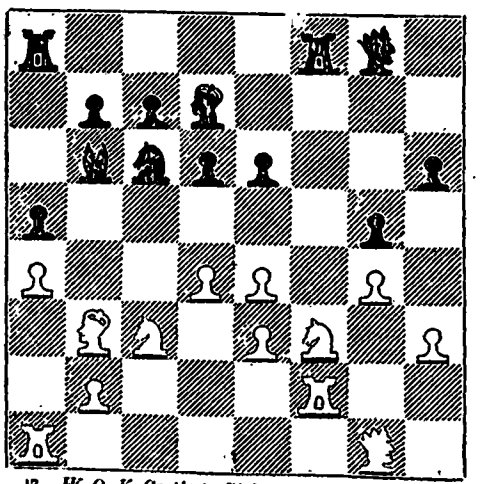
14. *W. K. Castle's Pawn 1 square.*
B. Knight takes Bishop.



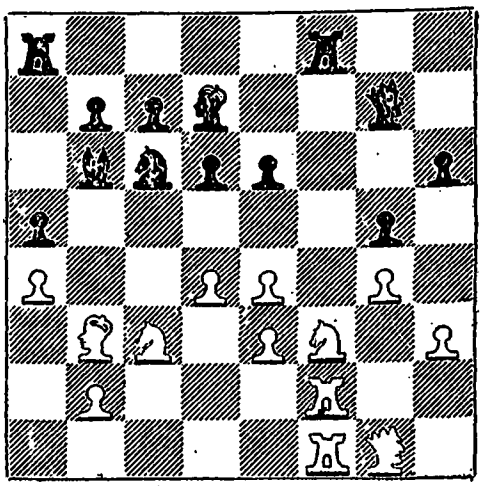
15. *W. Pawn takes Knight.*
B. K. Castle's Pawn 1 square.



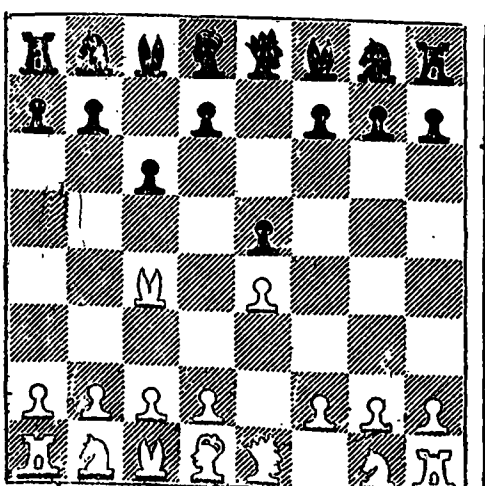
16. *W. K. Knight's Pawn 2 squares.*
B. the same.



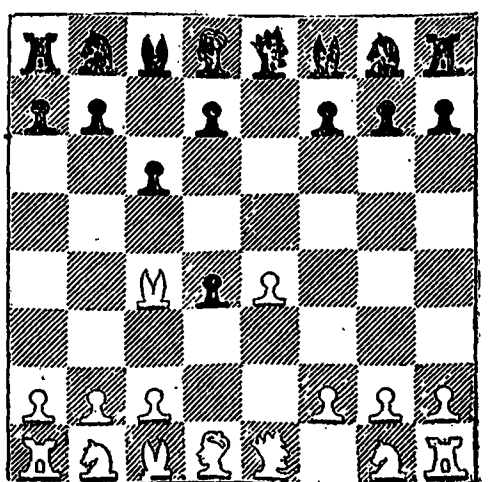
17. *W. Q. K. Castle to Bishop's 2nd.*
B. Queen to her 2nd square.



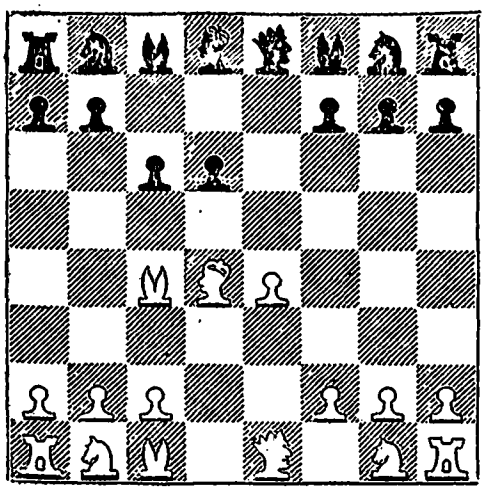
18. *W. Q. Castle to K. Bishop's square.*
B. King to Knight's 2nd.



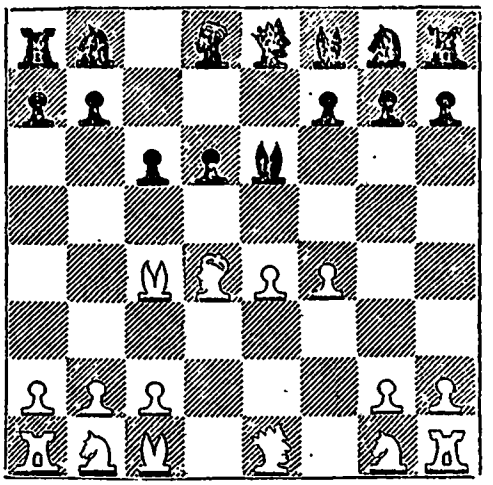
2. *W. K. Bishop to Q. Bishop's 4th.*
B. Q. Bishop's Pawn 1 square.



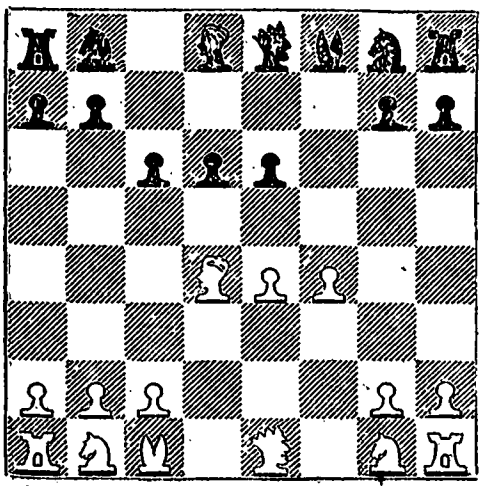
3. *W. Queen's Pawn 2 squares.*
B. King's Pawn takes Pawn.



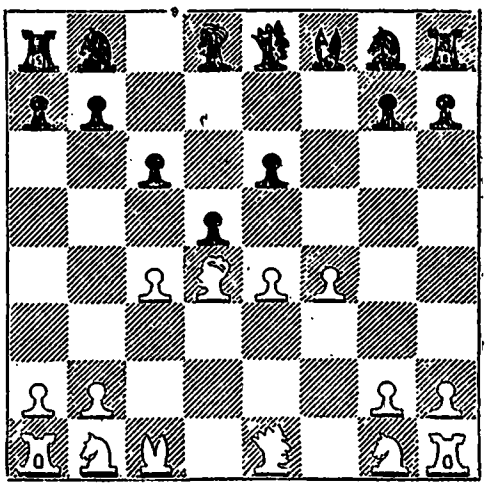
4. *W. Queen takes Pawn.*
B. Q. Pawn 1 square.



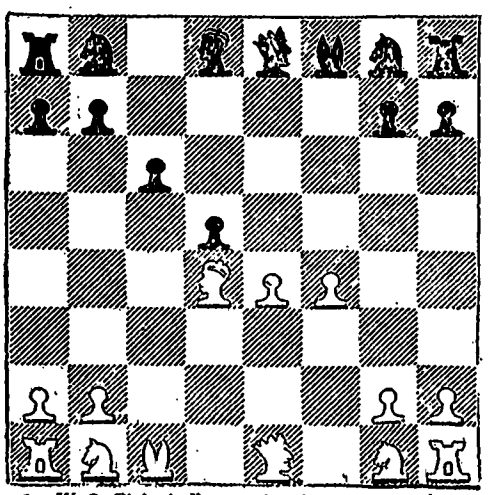
5. *K. Bishop's Pawn 2 squares.*
B. Q. Bishop to King's 3rd.



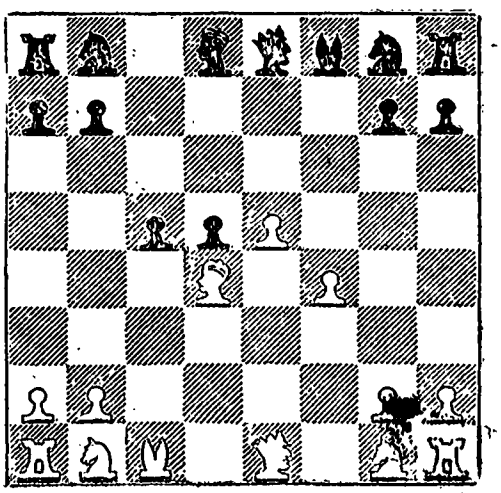
6. *W. Bishop takes Bishop.*
B. Pawn takes Bishop.



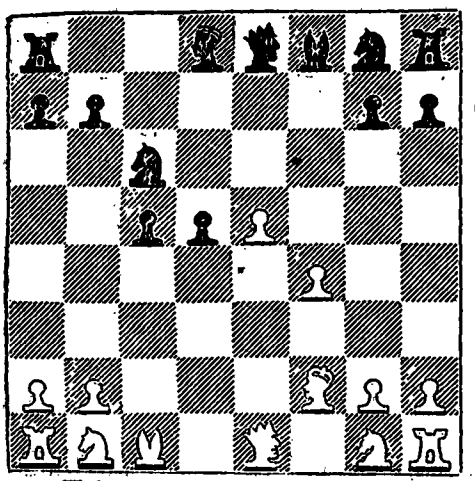
7. *W. Q. Bishop's Pawn 2 squares.*
B. Q. Pawn 1 square.



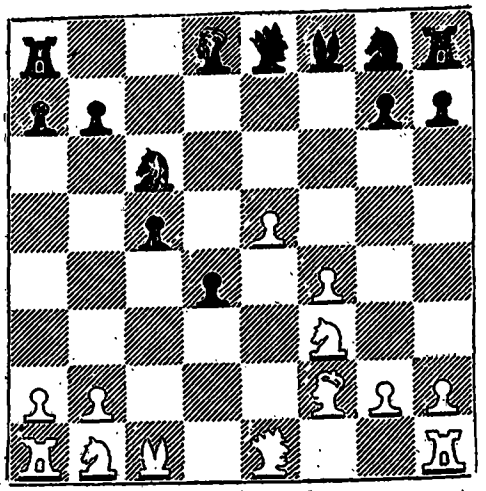
8. *W. Q. Bishop's Pawn takes Pawn.*
B. K. Pawn takes Pawn.



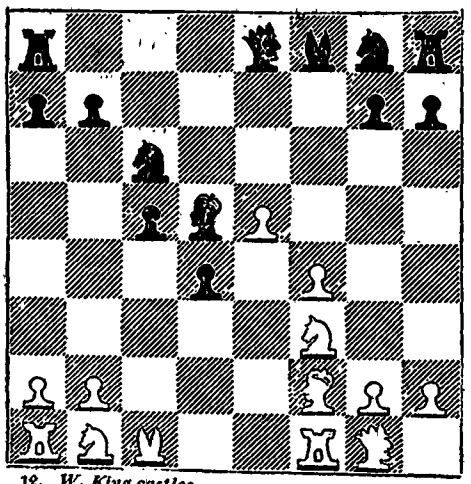
9. *W. King's Pawn 1 square.*
B. Q. Bishop's Pawn 1 square.



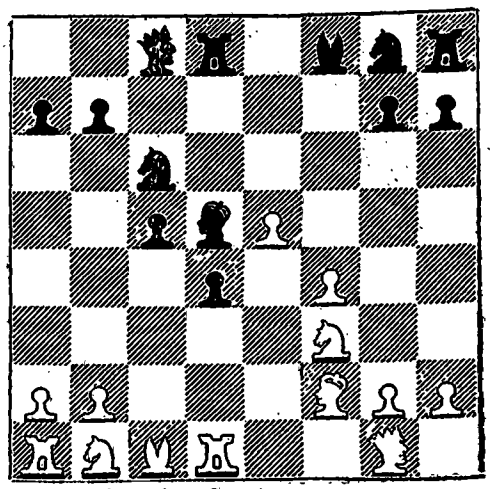
10. *W. Queen to K. Bishop's 2nd.*
B. Q. Knight to Bishop's 3rd.



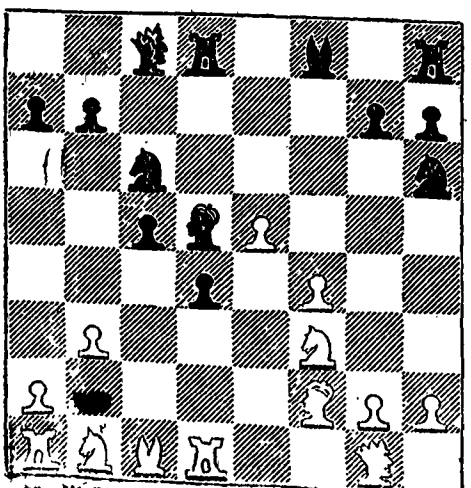
11. *W. K. Knight to Bishop's 3rd.*
B. Queen's Pawn 1 square.



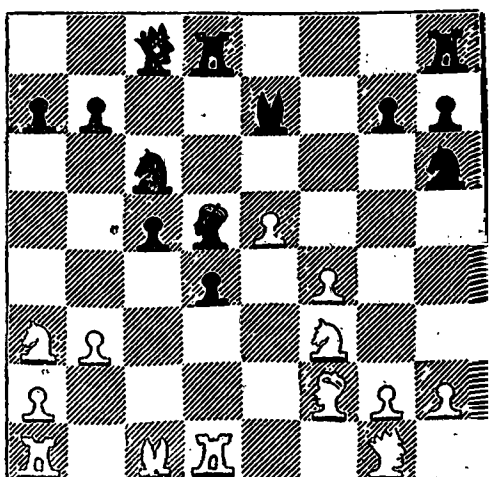
12. *W. King castles.*
B. Queen to her 4th square.



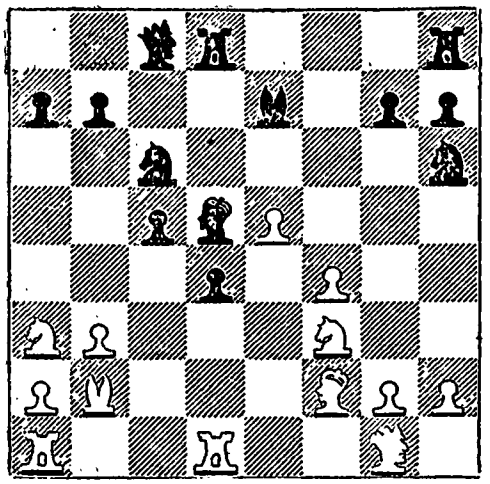
13. *W. K. Castle to Queen's square.*
B. King castles.



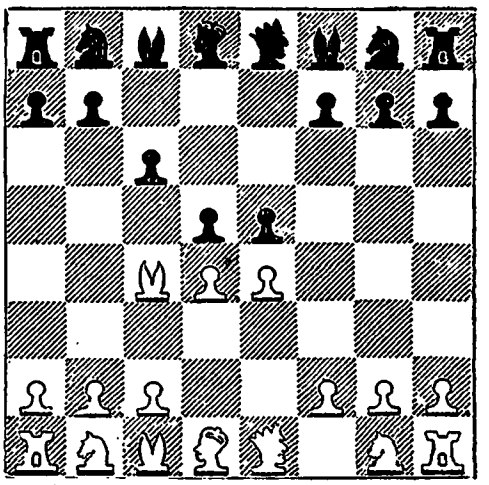
14. *W. Q. Knight's Pawn 1 square.*
B. K. Knight to Castle's 3rd.



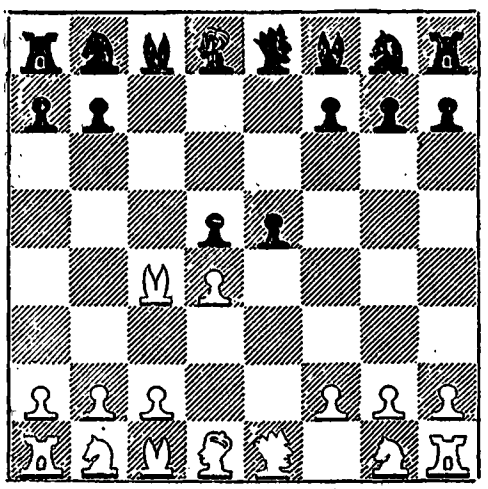
15. *W. Q. Knight to Castle's 3rd.*
B. K. Bishop to King's 2nd.



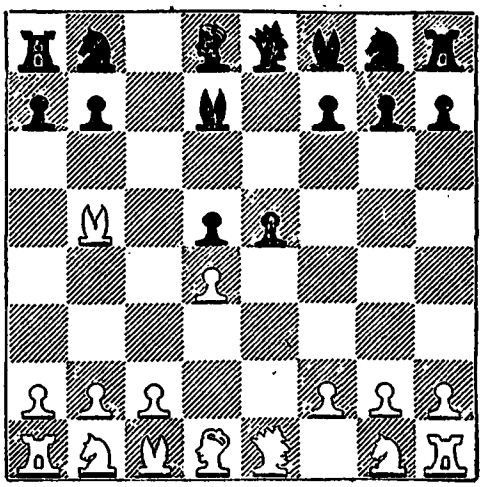
16. *W. Q. Bishop to Q. Knight's 2nd.*



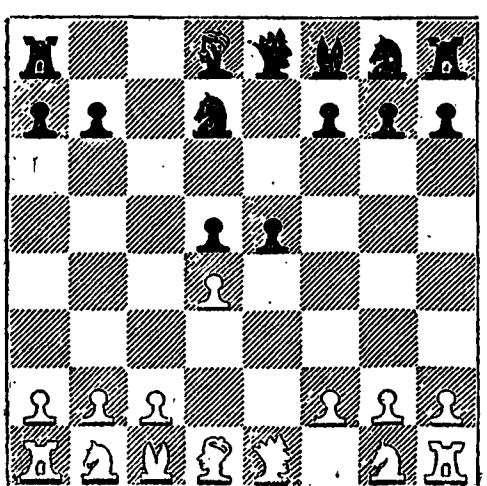
3. *W. Queen's Pawn 2 squares.*
B. the same. (Move censured.)



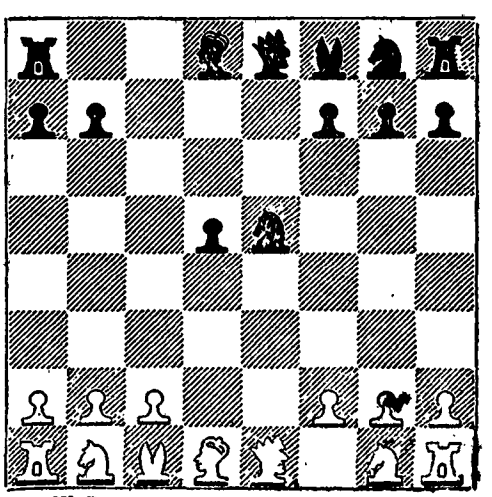
4. *W. King's Pawn takes Pawn.*
B. Q. Bishop's Pawn takes Pawn.



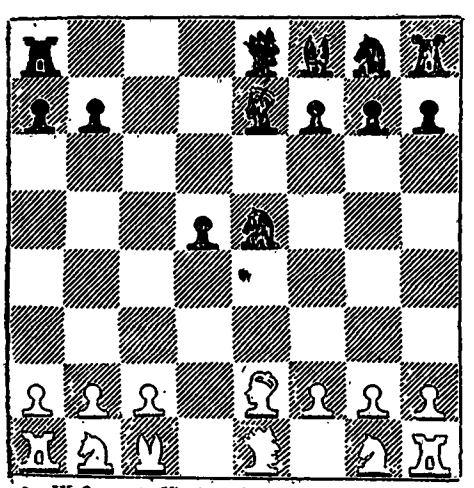
5. *W. K. Bishop gives check.*
B. Bishop covers check.



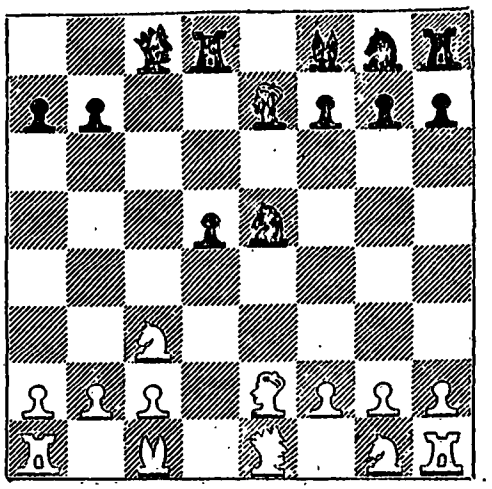
6. *W. Bishop takes Bishop.*
B. Knight takes Bishop.



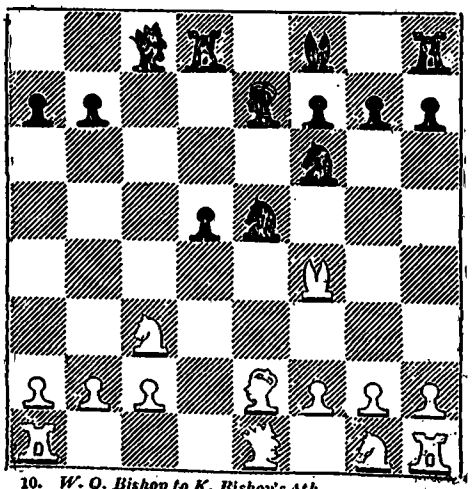
7. *W. Pawn takes Pawn.*
B. Knight takes Pawn.



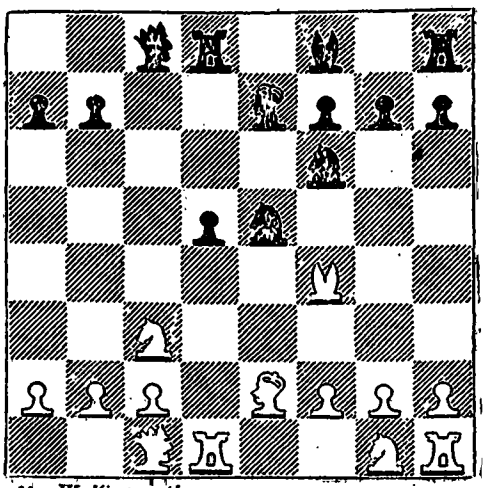
8. *W. Queen to King's 2nd.*
B. the same.



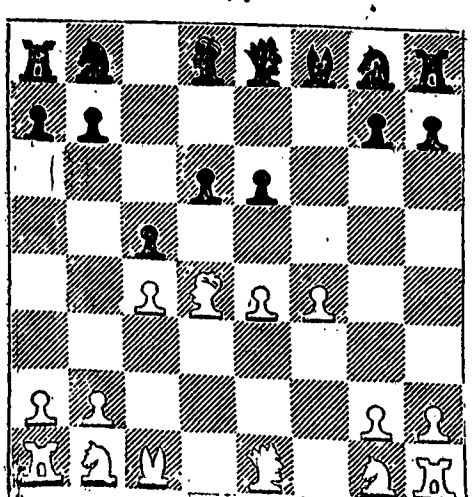
9. *W. Q. Knight to Bishop's 3rd.*
B. King castles.



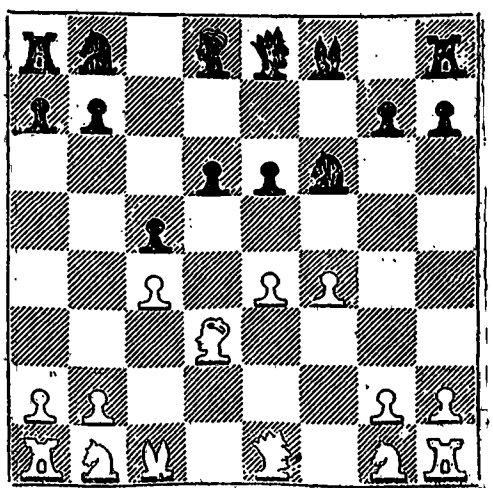
10. *W. Q. Bishop to K. Bishop's 4th.*
B. K. Knight to Bishop's 3rd.



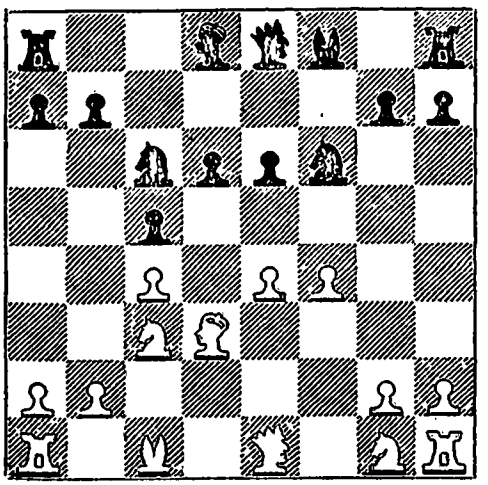
11. *W. King castles.*



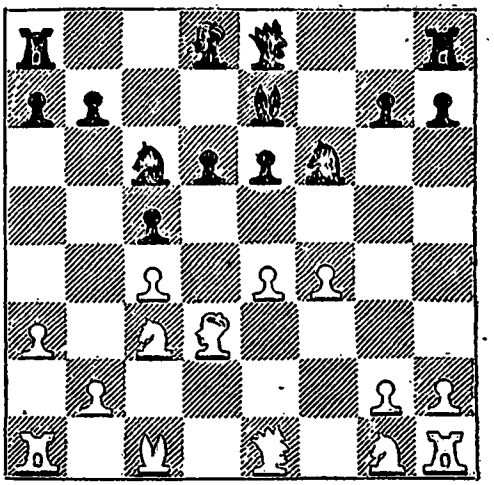
7. *W. Q. Bishop's Pawn 2 squares.*
B. Q. Bishop's Pawn 1 square. (Censured.)



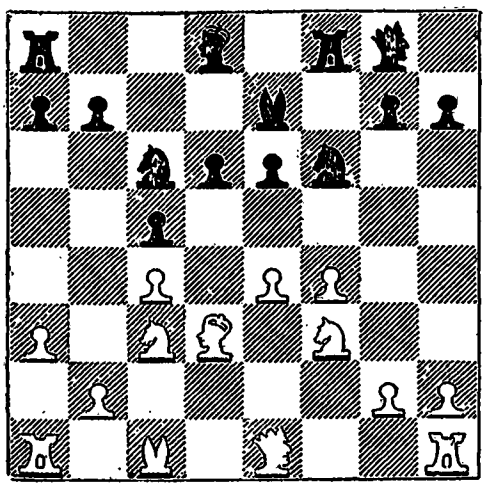
8. *W. Queen to her 3rd square.*
B. K. Knight to Bishop's 3rd.



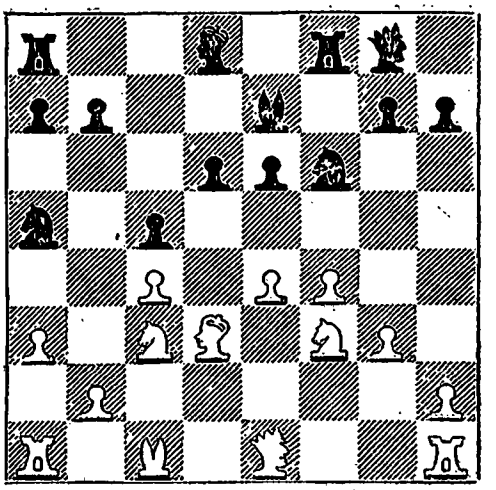
9. *W. Q. Knight to Bishop's 3rd.*
B. the same.



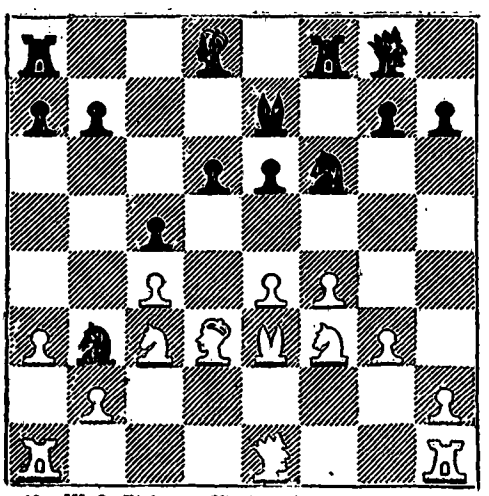
10. *W. Q. Castle's Pawn 1 square.*
B. K. Bishop to King's 2nd.



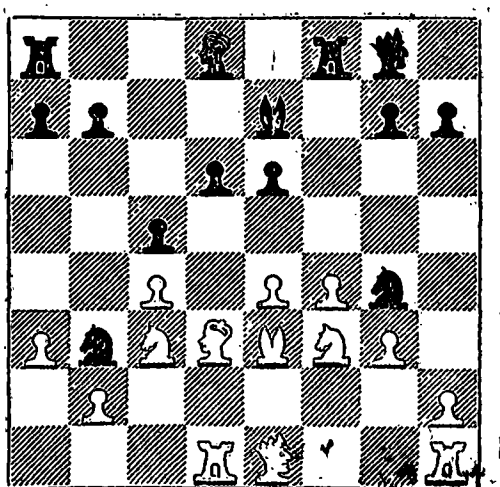
11. *W. K. Knight to Bishop's 3rd.*
B. King castles.



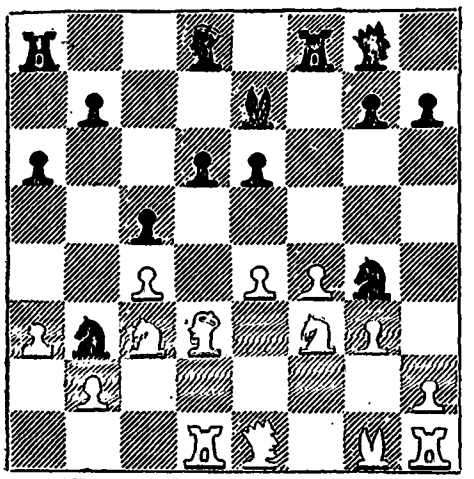
12. *W. K. Knight's Pawn 1 square.*
B. Q. Knight to Castle's 4th.



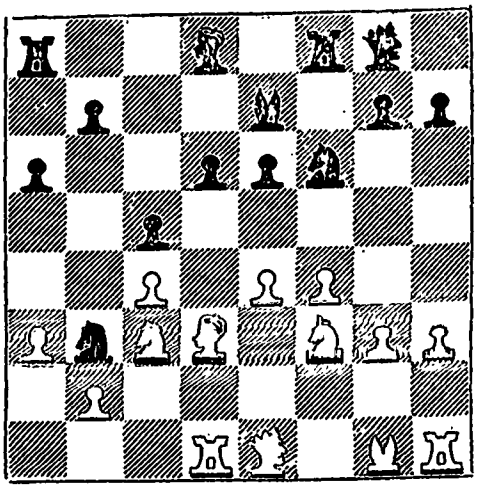
13. *W. Q. Bishop to King's 3rd*
B. Q. Knight to his 6th square.



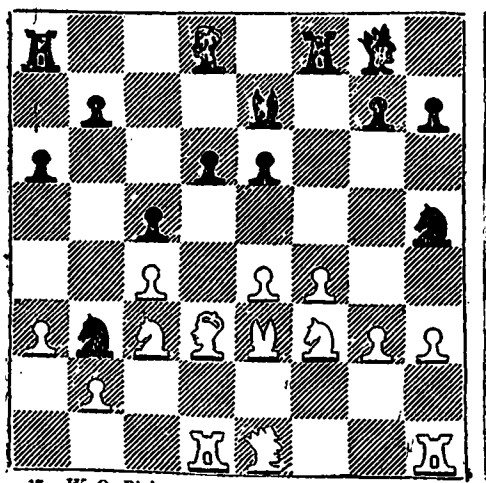
14. *W. Q. Castle to Queen's square.*
K. Knight to his 5th square.



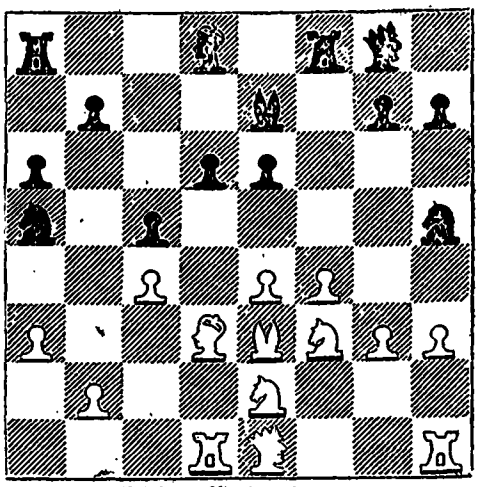
15. *W. Q. Bishop to K. Knight's square.*
B. Q. Castle's Pawn 1 square.



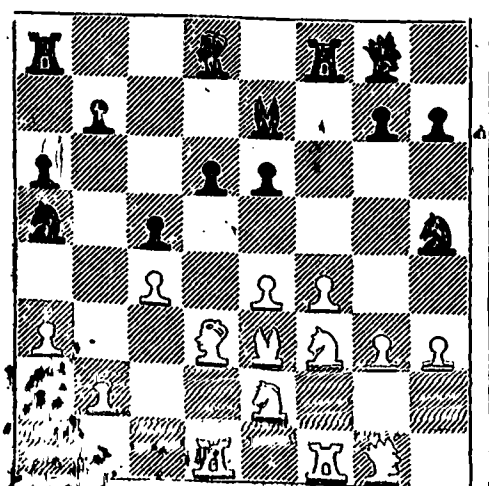
16. *W. K. Castle's Pawn 1 square.*
B. K. Knight to Bishop's 3rd.



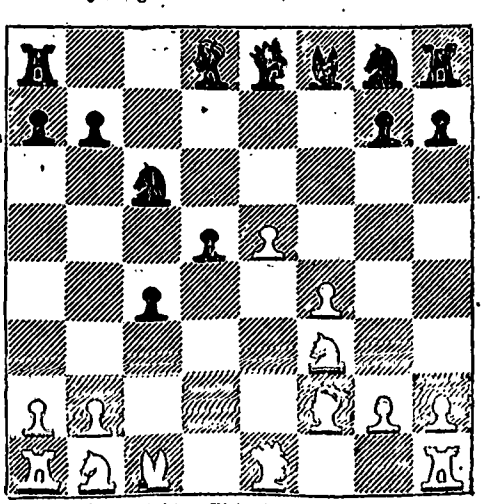
17. *W. Q. Bishop to King's 3rd.*
B. K. Knight to Castle's 4th.



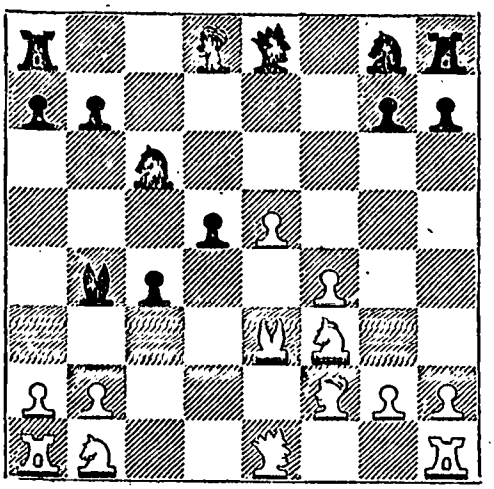
18. *W. Q. Knight to King's 2nd.*
B. Q. Knight to Castle's 4th.



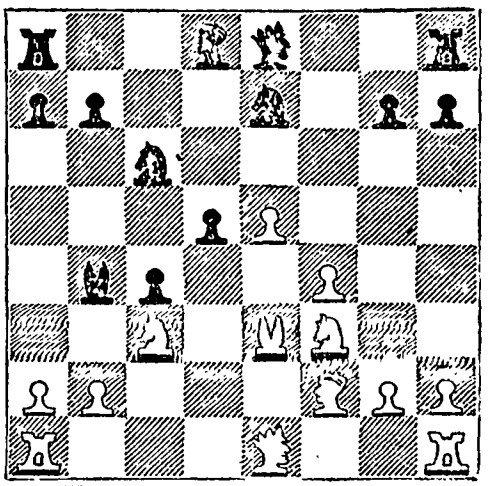
W. K. King castles.



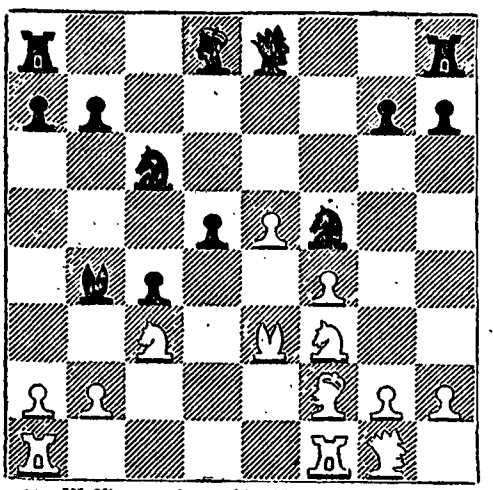
11. *W. K. Knight to Bishop's 3rd.*
B. Q. Bishop's Pawn 1 square.



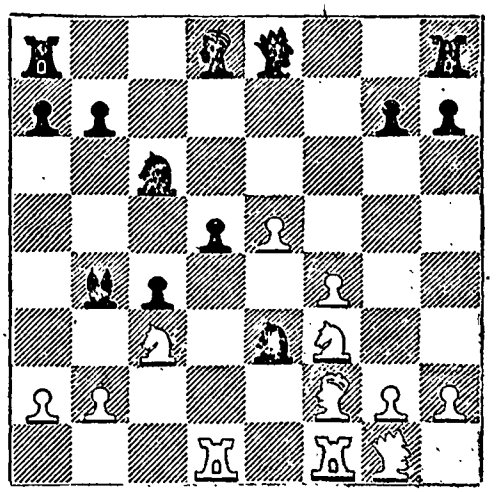
12. *W. Q. Bishop to King's 3rd.*
B. K. Bishop gives check.



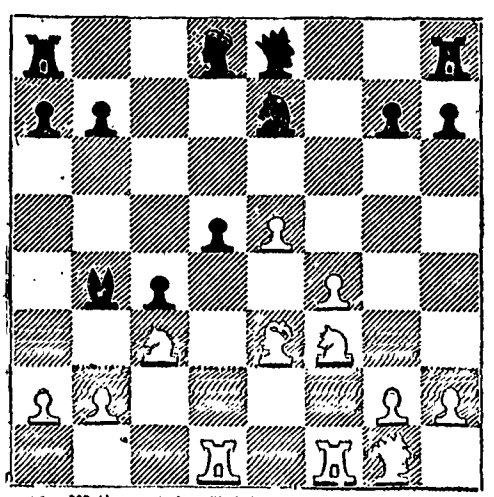
13. *W. Q. Knight to Bishop's 3rd.*
B. K. Knight to King's 2nd.



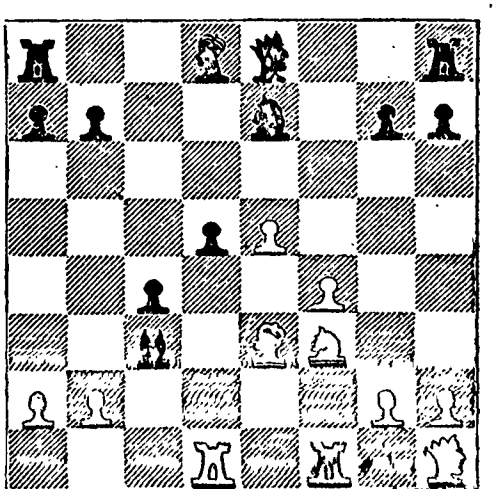
14. *W. King castles on his side.*
B. K. Knight to Bishop's 4th.



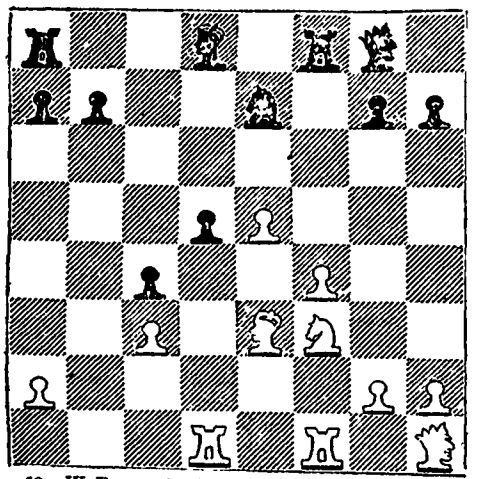
15. *W. Q. Castle to Queen's square.*
B. Knight takes Bishop.



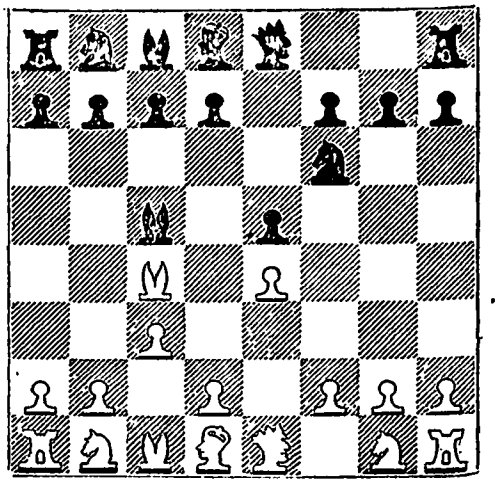
16. *W. Queen takes Knight.*
B. Q. Knight to King's 4th.



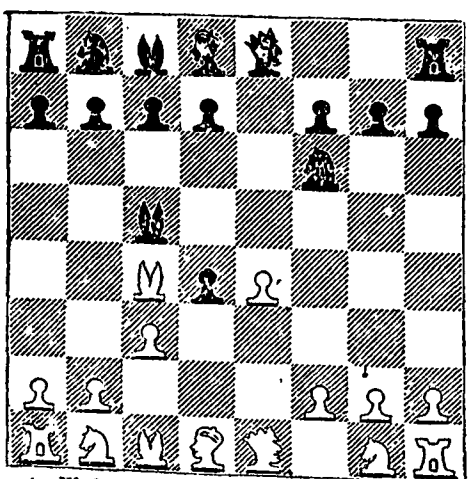
17. *W. King to Castle's square.*
B. Bishop takes Knight.



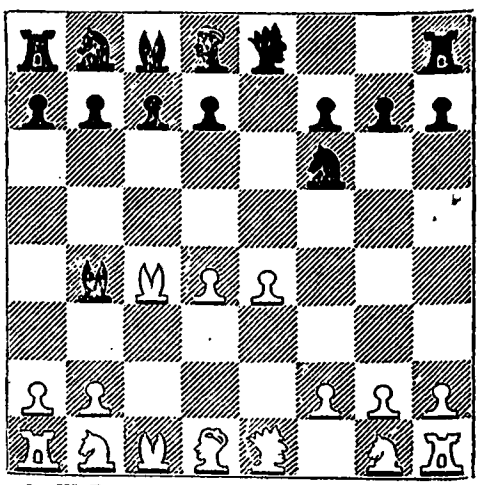
18. *W. Pawn takes Bishop.*
B. King castles.



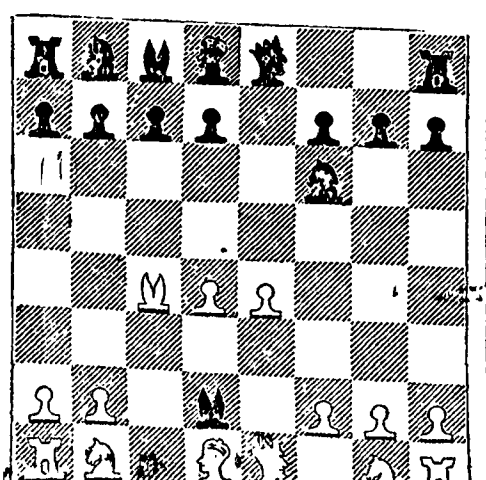
3. *W. Q. Bishop's Pawn 1 square.*
B. K. Knight to Bishop's 3rd.



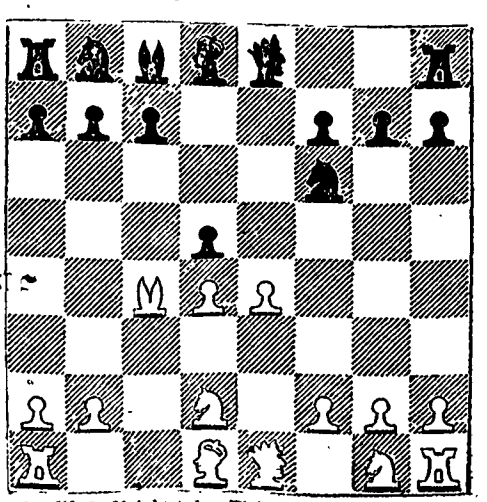
4. *W. Q. Pawn 2 squares.*
B. Pawn takes Pawn.



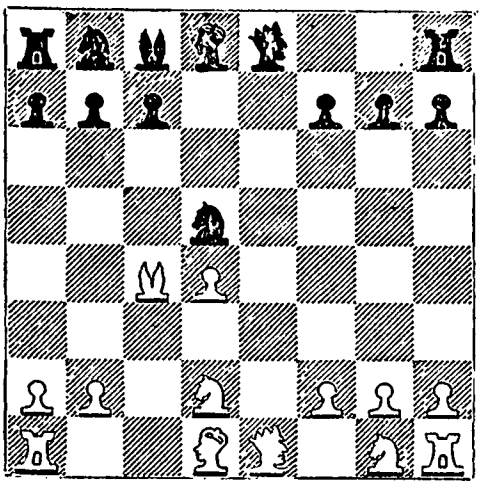
5. *W. Pawn takes Pawn.*
B. K. Bishop gives check.



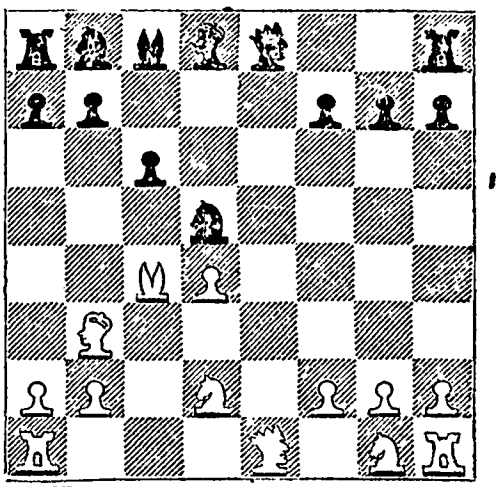
6. *W. Q. Bishop interposes.*
B. Bishop takes Bishop.



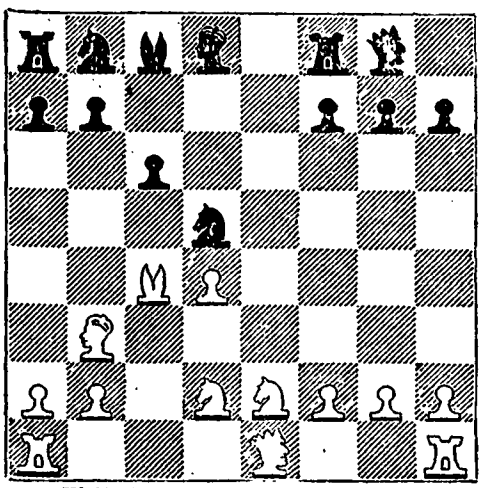
7. *W. Q. Knight takes Bishop.*
B. Q. Pawn 2 squares.



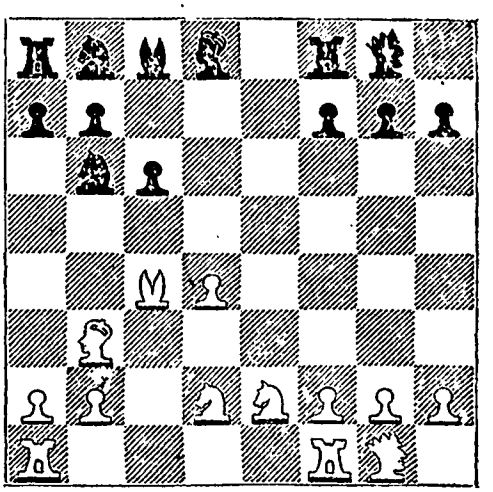
8. *W. King's Pawn takes Pawn.*
B. Knight takes Pawn.



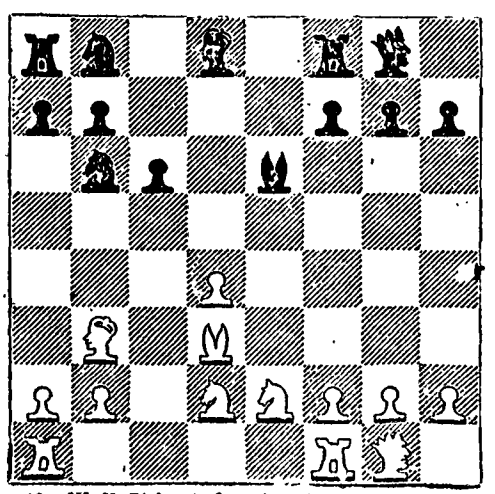
9. *W. Queen to her Knight's 3rd.*
B. Queen's Bishop's Pawn 1 square.



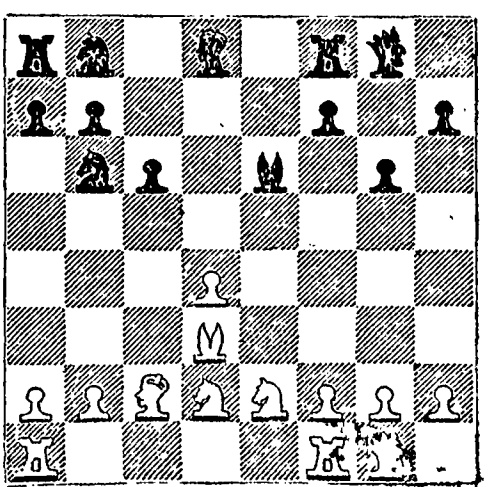
10. *W. K. Knight to King's 2nd.*
B. King castles.



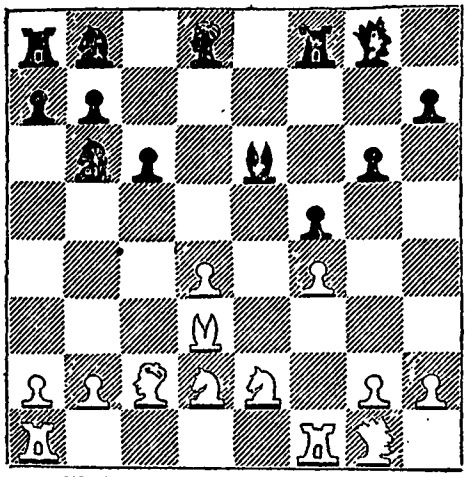
11. *W. King castles on his side.*
B. K. Knight to Q. Knight's 3rd.



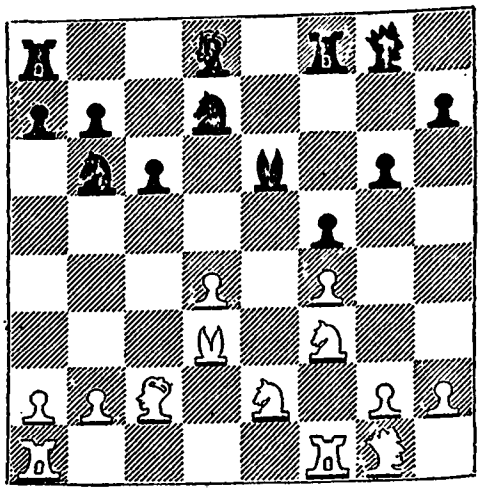
12. *W. K. Bishop to Queen's 3rd.*
B. Q. Bishop to King's 3rd.



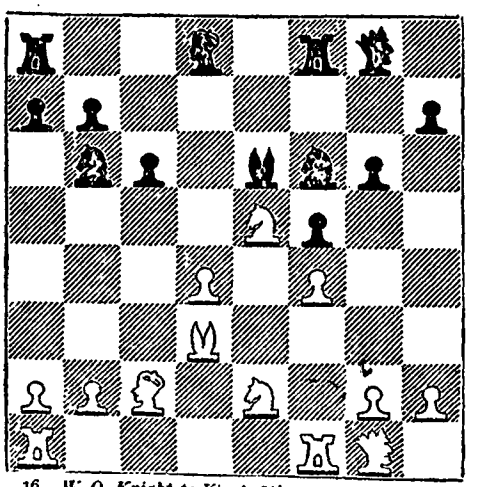
13. *W. Queen to her Bishop's 2nd.*
B. K. Knight's Pawn 1 square.



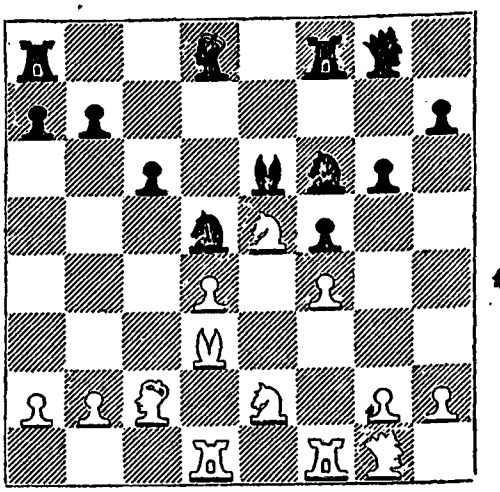
14. *W. K. Bishop's Pawn 2 squares.*
B. the same.



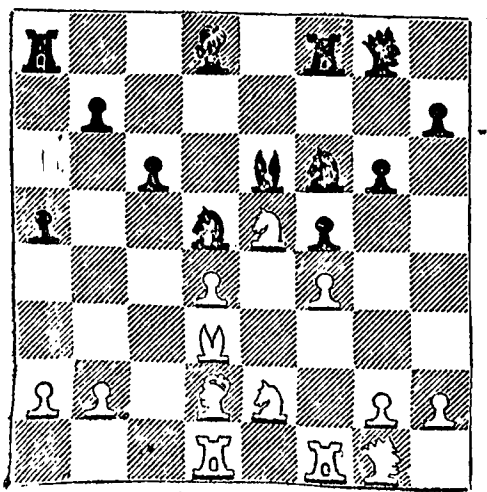
15. *W. Q. Knight to K. Bishop's 3rd.*
B. Q. Knight to Queen's 2nd.



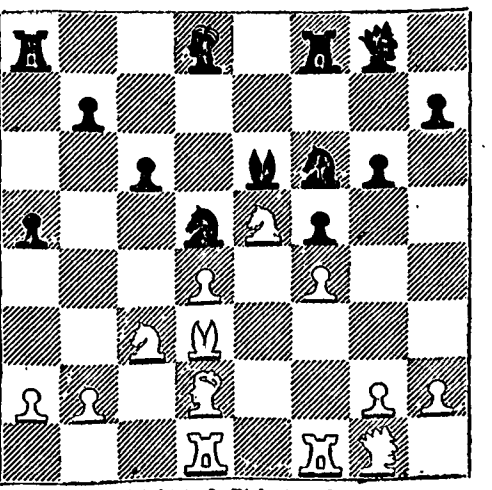
16. *W. Q. Knight to King's 5th.*
B. Q. Knight to K. Bishop's 3rd.



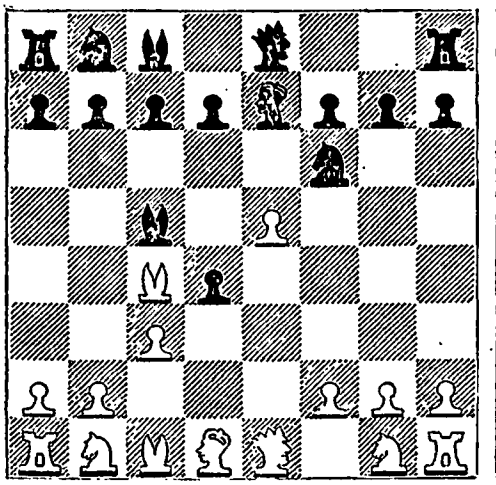
17. *W. Q. Castle to Queen's square.*
B. K. Knight to Queen's 4th.



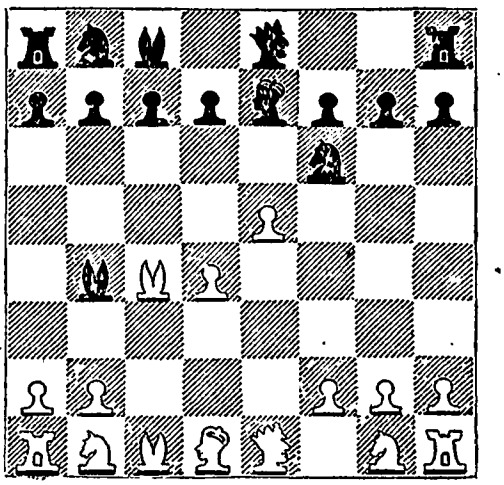
18. *W. Queen to her 2nd square.*
B. Q. Castle's Pawn 2 squares.



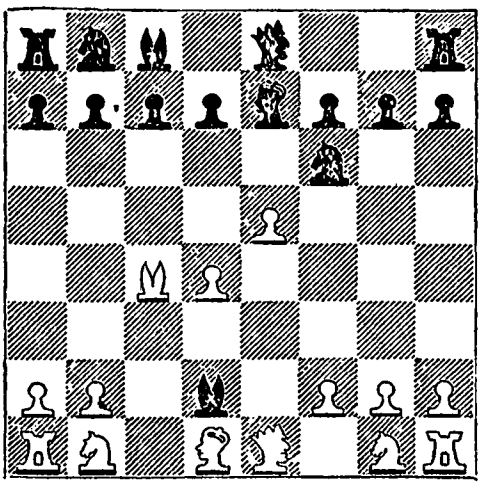
19. *W. K. Knight to Q. Bishop's 3rd.*



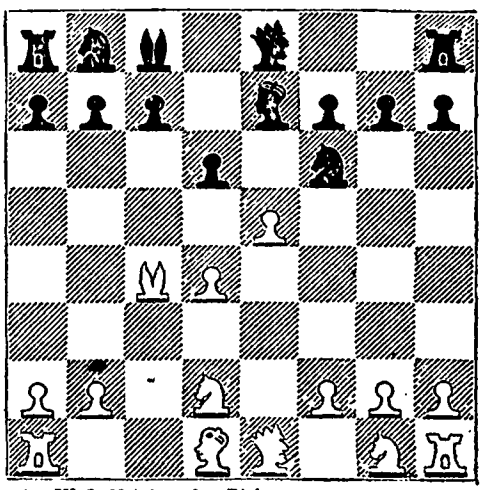
5. *W. King's Pawn* 1 *square.*
B. Queen to King's 2*nd.*



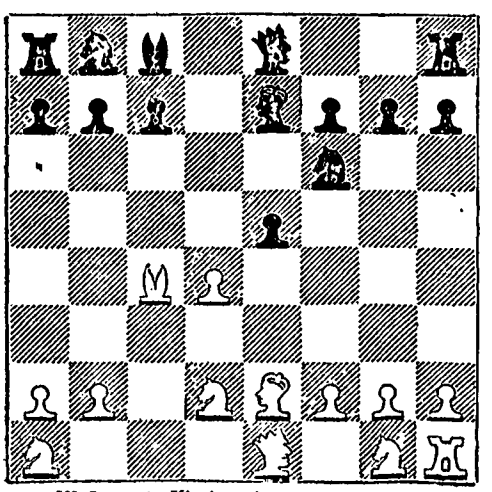
6. *W. Q. Bishop's Pawn takes Pawn.*
B. K. Bishop gives check.



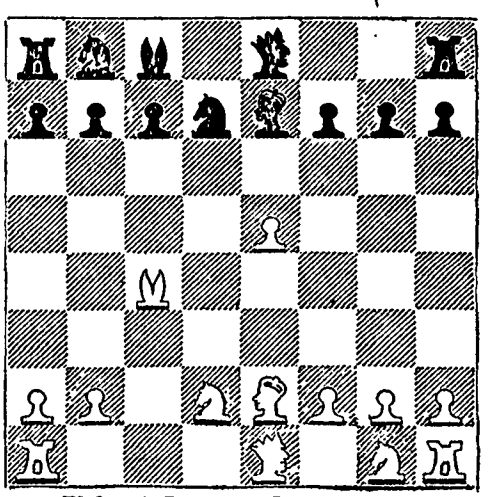
7. *W. Q. Bishop interposes.*
B. K. Bishop takes Bishop.



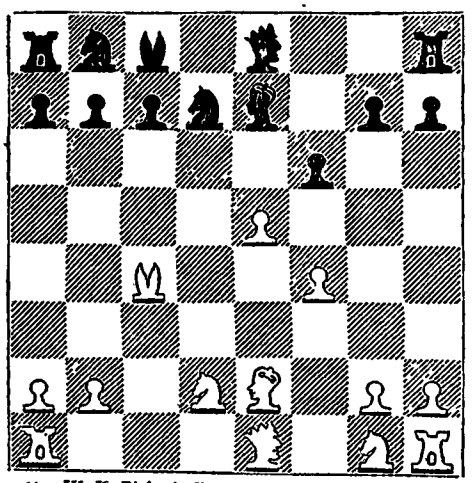
8. *W. Q. Knight takes Bishop.*
B. Queen's Pawn 1 *square.*



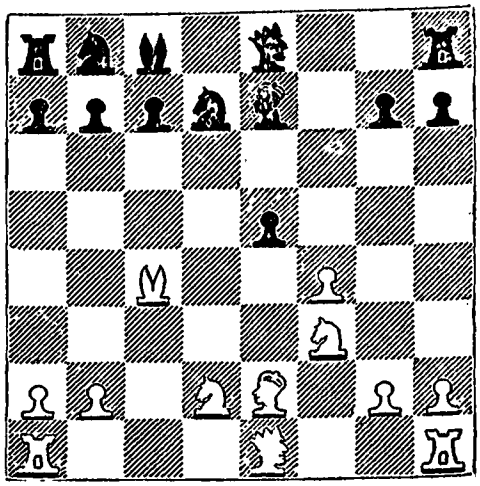
9. *W. Queen to King's* 2*nd.*
B. Queen's Pawn takes Pawn.



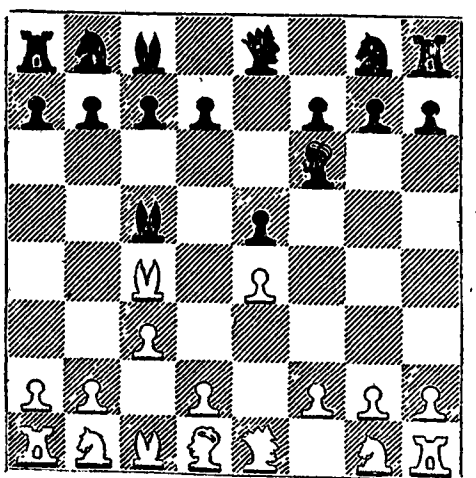
10. *W. Queen's Pawn takes Pawn.*
B. K. Knight to Queen's 2*nd.*



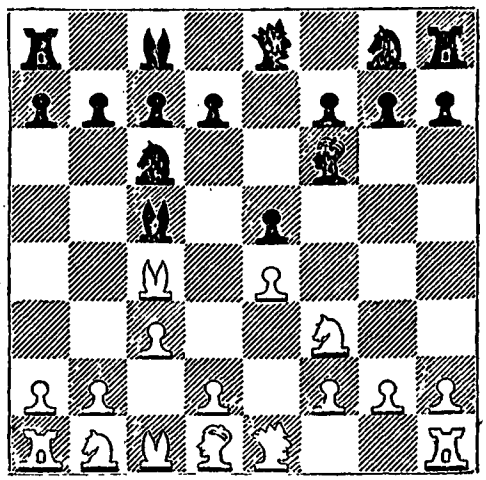
11. *W. K. Bishop's Pawn 2 squares.*
B. K. Bishop's Pawn 1 square.



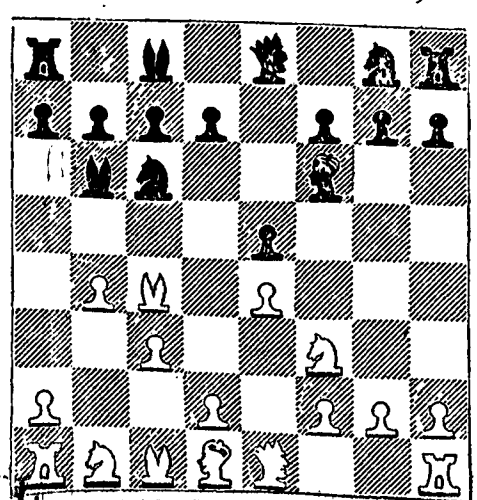
12. *W. K. Knight to Bishop's 3rd.*
B. K. Bishop's Pawn takes Pawn.



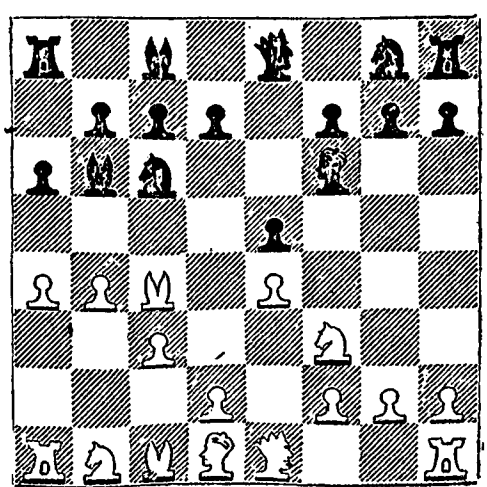
3. *W. Q. Bishop's Pawn 1 square.*
B. Queen to K. Bishop's 3rd. (Censured.)



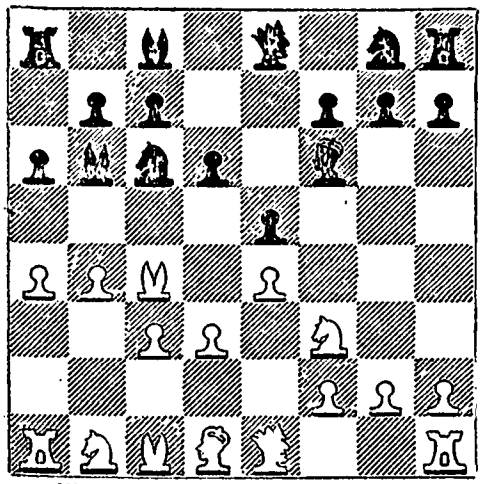
4. *W. K. Knight to Bishop's 3rd.*
B. Q. Knight to Bishop's 3rd.



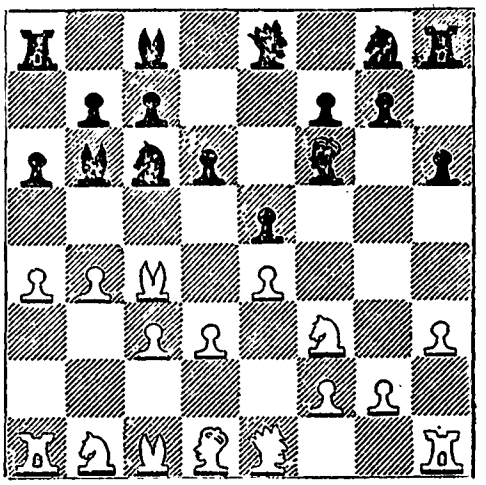
W. Q. Knight's Pawn 2 squares.
B. K. Bishop to Q. Knight's 3rd.



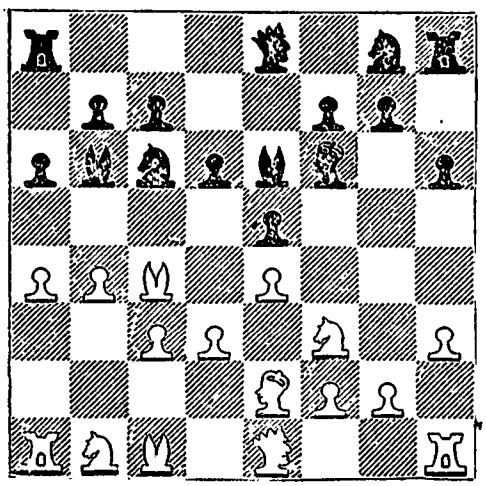
6. *W. Q. Castle's Pawn 2 squares.*
B. Q. Castle's Pawn 1 square.



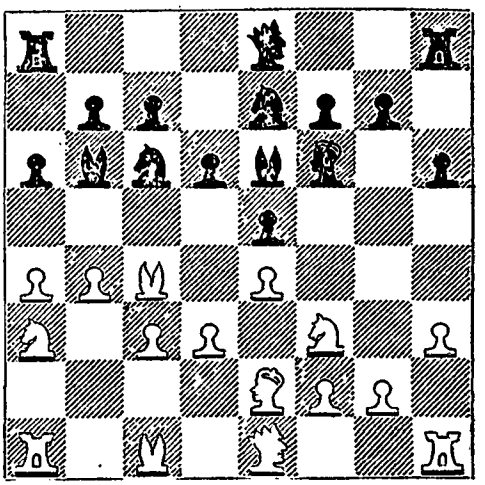
7. *W. Q. Pawn* 1 *square.*
B. the same.



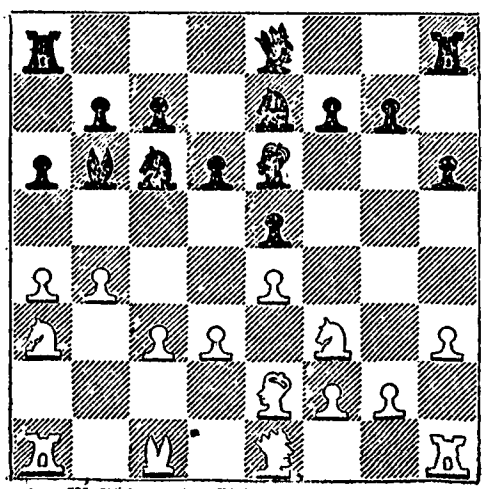
8. *W. K. Castle's Pawn* 1 *square.*
B. the same.



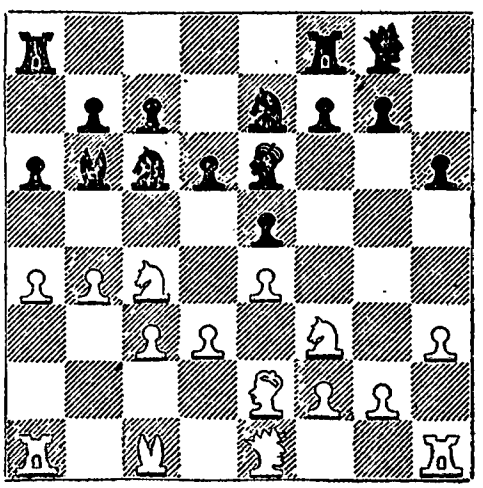
9. *W. Queen to King's 2nd.*
B. Q. Bishop to King's 3rd.



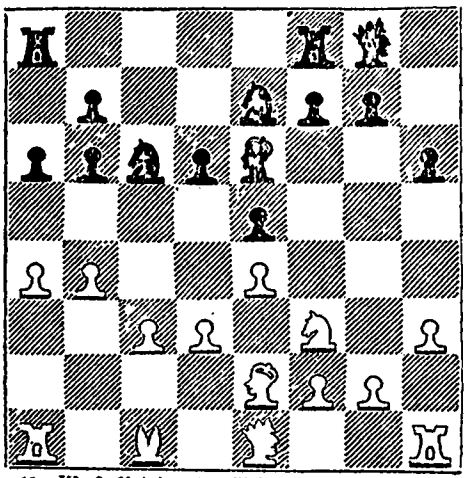
10. *W. Q. Knight to Castle's 3rd.*
B. K. Knight to King's 2nd.



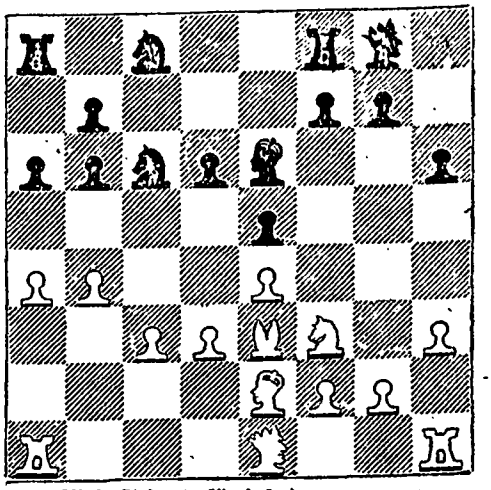
11. *W. Bishop takes Bishop.*
B. Queen takes Bishop.



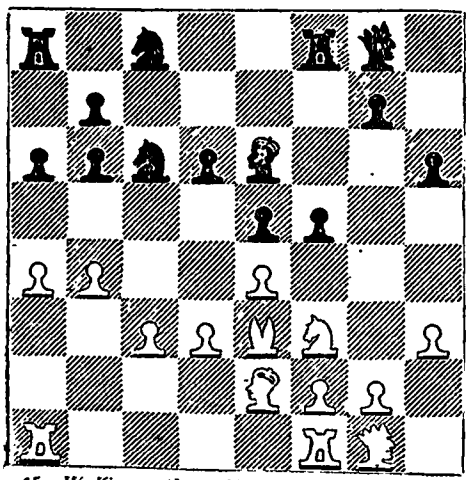
12. *W. Q. Knight to Bishop's 4th.*
B. King castles on his side.



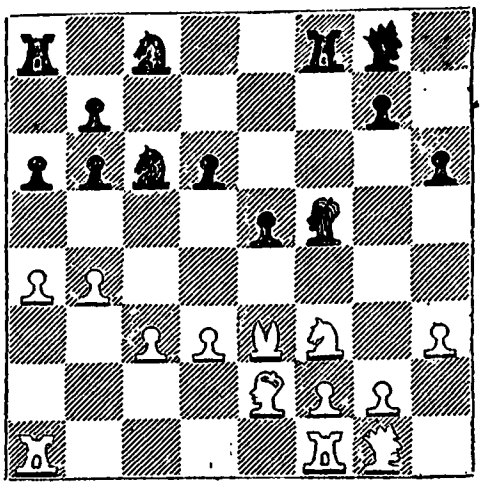
13. *W. Q. Knight takes Bishop.*
B. Pawn takes Knight.



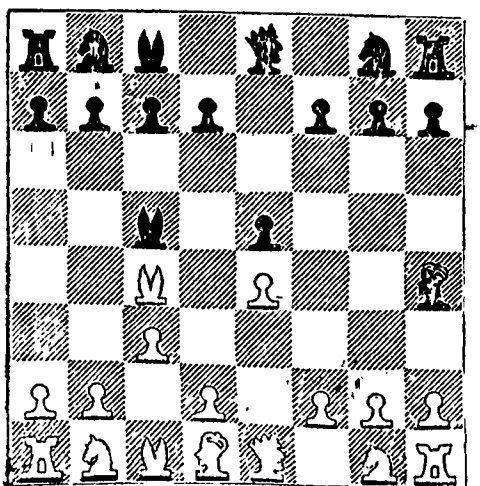
14. *W. Q. Bishop to King's 3rd.*
B. K. Knight to Q. Bishop's square.



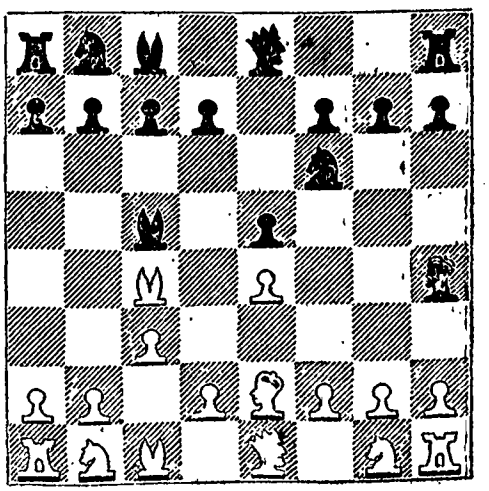
15. *W. King castles on his side.*
B. K. Bishop's Pawn 2 squares.



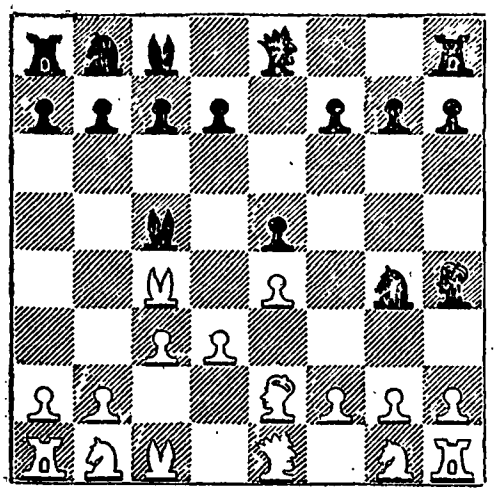
16. *W. King's Pawn takes Pawn.*
B. Queen takes Pawn.



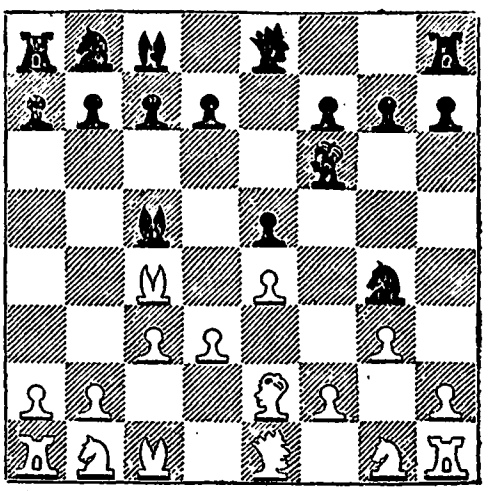
3. *W. Q. Bishop's Pawn 1 square.*
B. Queen to K. Castle's 5th. (Censured.)



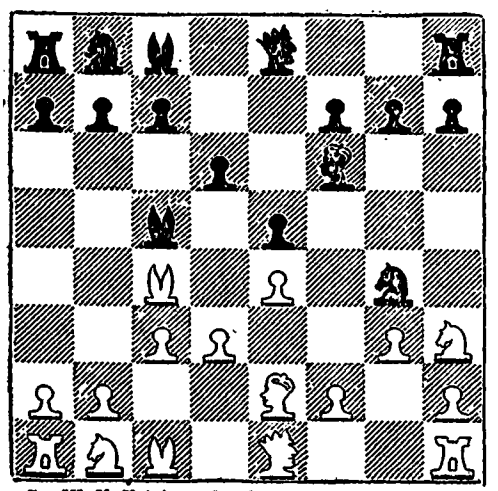
4. *W. Queen to King's 2nd.*
B. K. Knight to Bishop's 3rd.



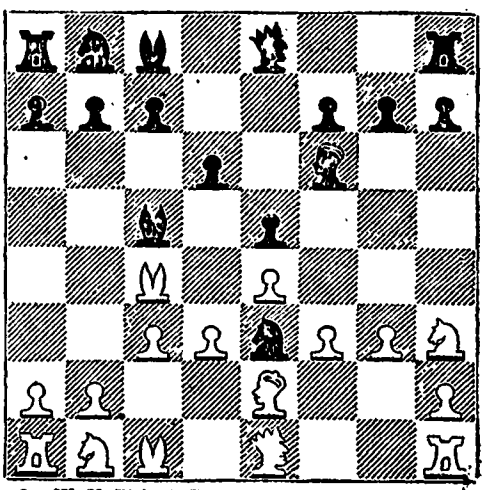
5. *W. Queen's Pawn 1 square.*
B. K. Knight to his 5th.



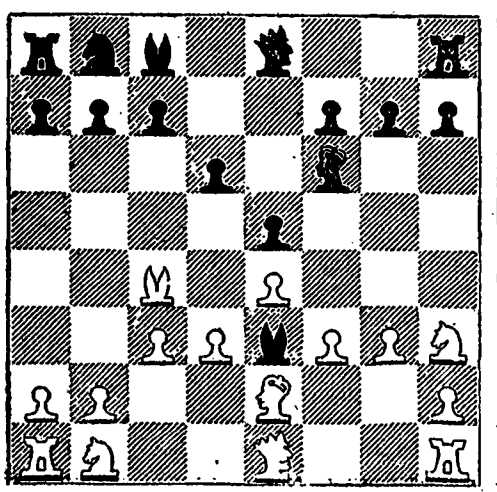
6. *W. K. Knight's Pawn 1 square.*
B. Queen to K. Bishop's 3rd.



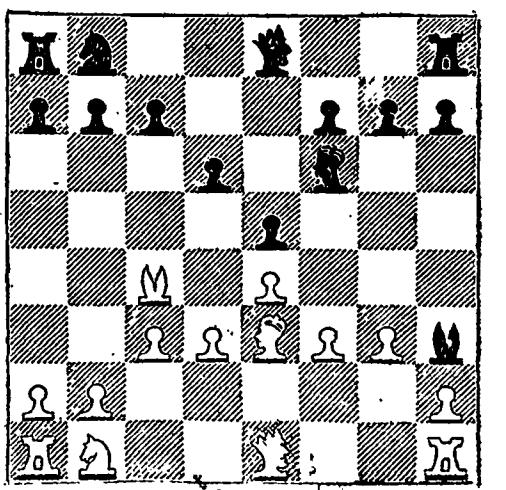
7. *W. K. Knight to Castle's 3rd.*
B. Queen's Pawn 1 square.



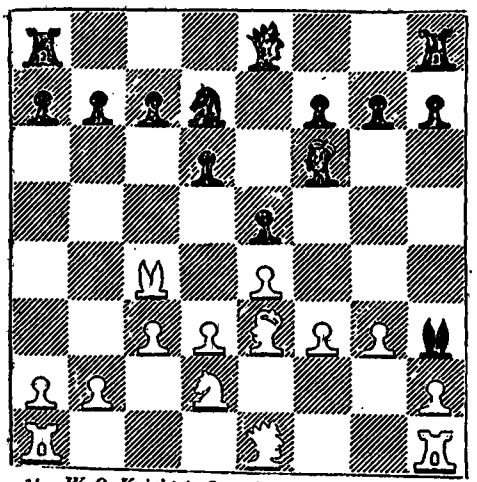
8. *W. K. Bishop's Pawn 1 square.*
B. K. Knight to white King's 3rd.



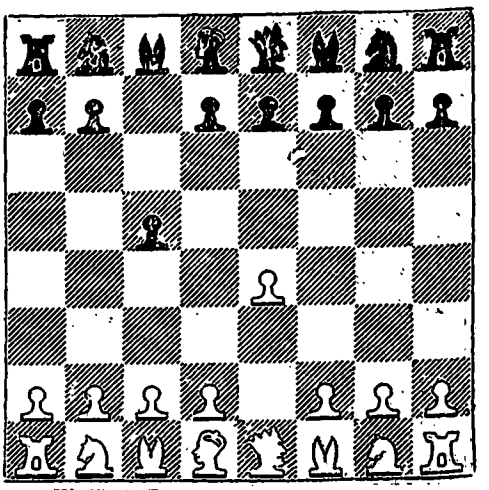
9. *W. Queen's Bishop takes Knight.*
B. K. Bishop takes Bishop.



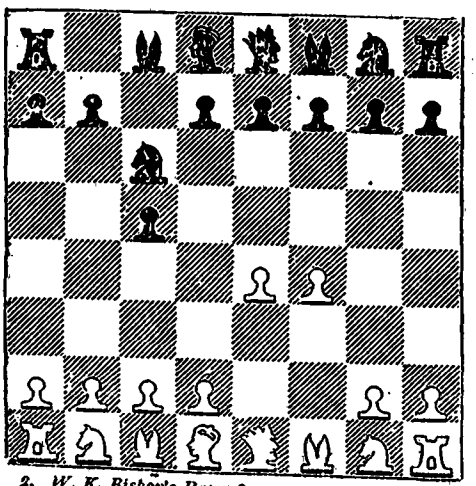
10. *W. Queen takes Bishop.*
B. Bishop takes Knight.



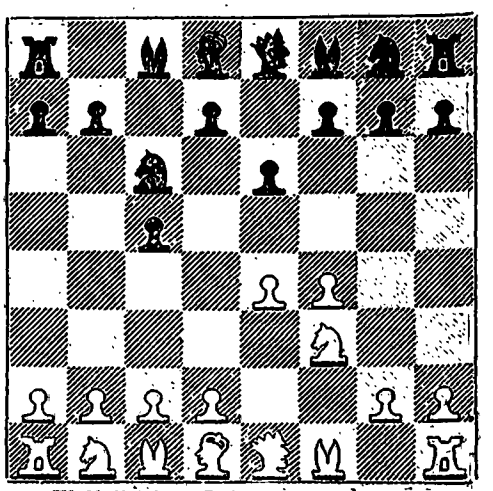
11. *W. Q. Knight to Queen's 2nd.*
B. the same.



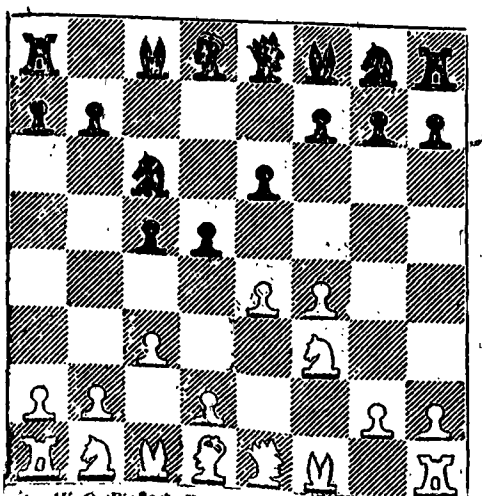
1. *W. King's Pawn 2 squares.*
B. Q. Bishop's Pawn 2 squares.



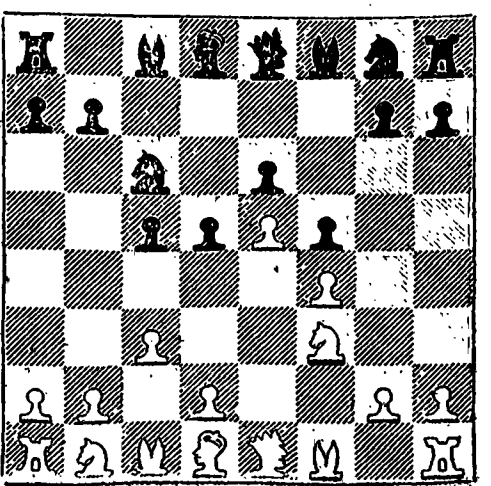
2. *W. K. Bishop's Pawn 2 squares.*
B. Q. Knight to Bishop's 3rd.



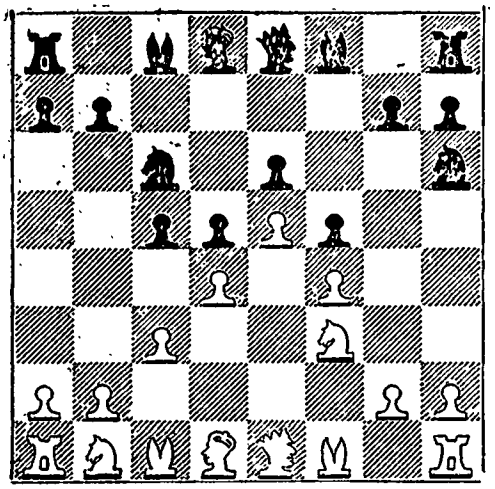
3. *W. K. Knight to Bishop's 3rd.*
B. K. Pawn 1 square.



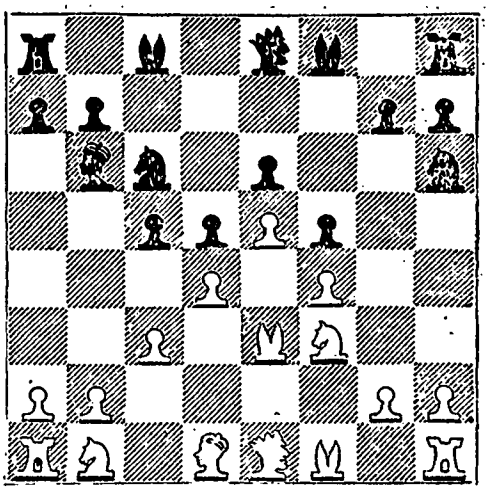
4. *W. Q. Bishop's Pawn 1 square.*
B. Queen's Pawn 2 squares.



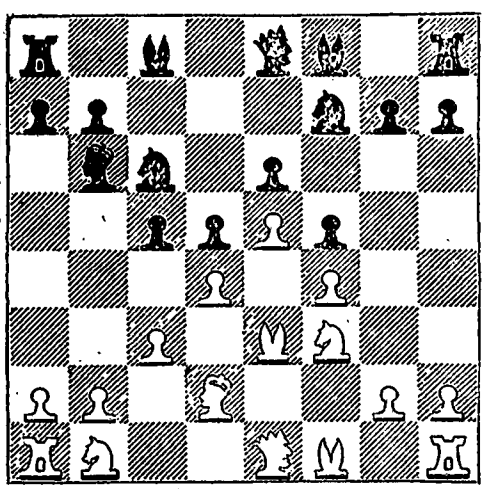
5. *W. King's Pawn 1 square.*
B. K. Bishop's Pawn 2 squares.



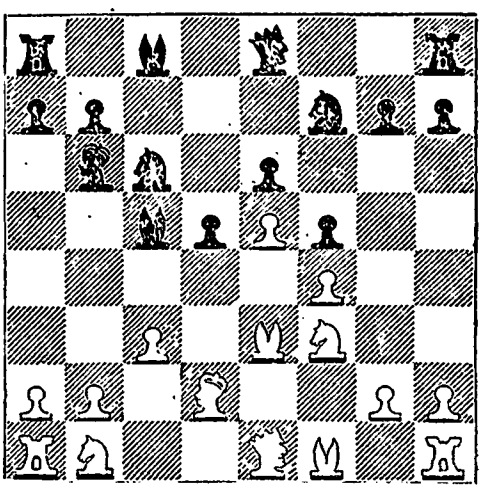
6. *W. Queen's Pawn 2 squares.*
W. K. Knight to Castle's 3rd.



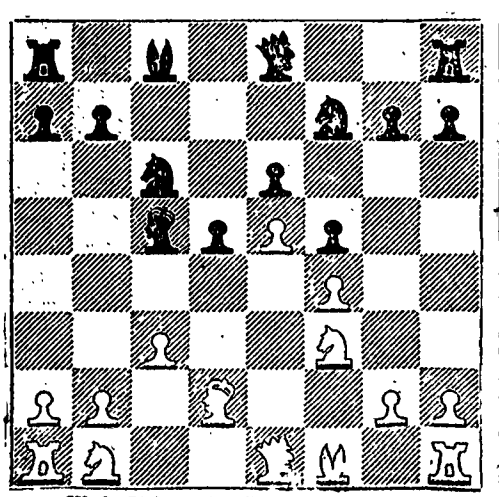
7. *W. Q. Bishop to King's 3rd.*
B. Queen to her Knight's 3rd.



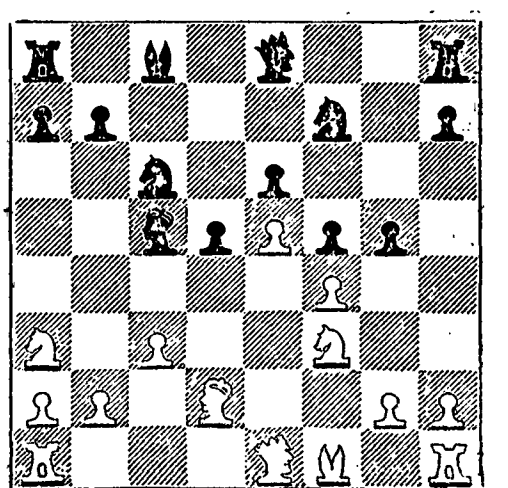
8. *W. Queen to her 2nd.*
B. K. Knight to Bishop's 2nd.



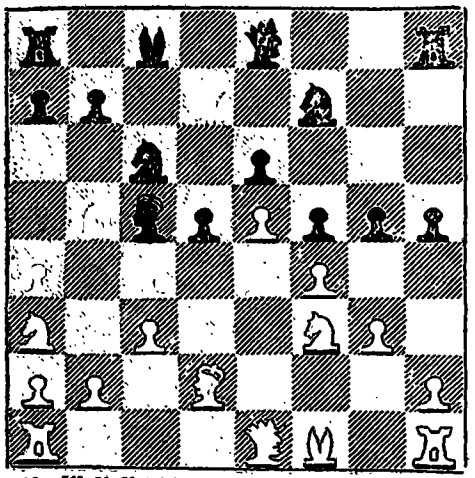
9. *W. Queen's Pawn takes Q. Bishop's Pawn.*
B. K. Bishop takes Pawn.



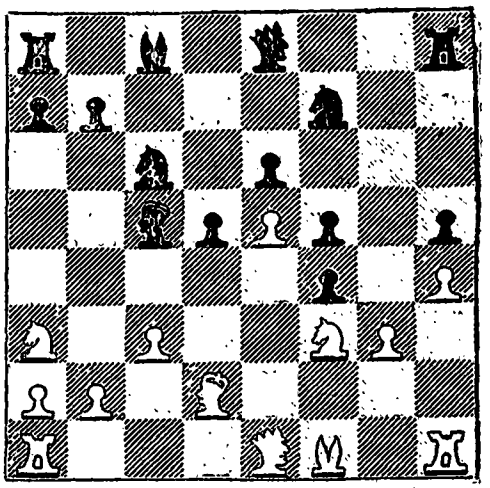
10. *W. Q. Bishop takes Bishop.*
B. Queen takes Bishop.



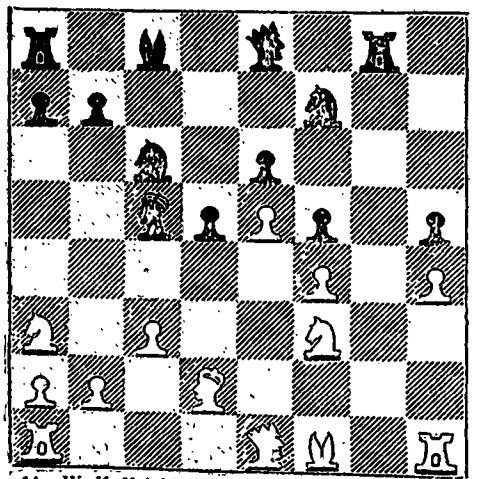
11. *W. Q. Knight to Castle's 3rd.*
B. K. Knight's Pawn 2 squares.



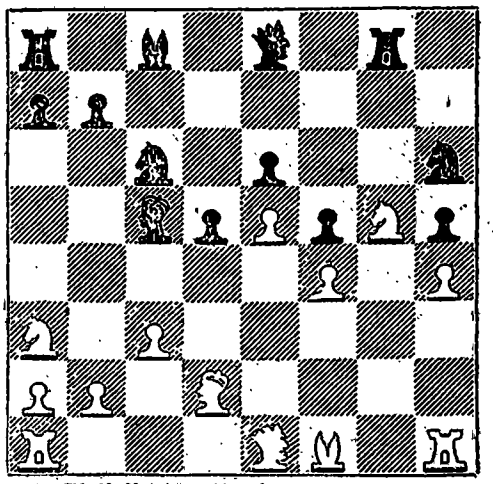
12. *W. K. Knight's Pawn 1 square.*
B. K. Castle's Pawn 2 squares.



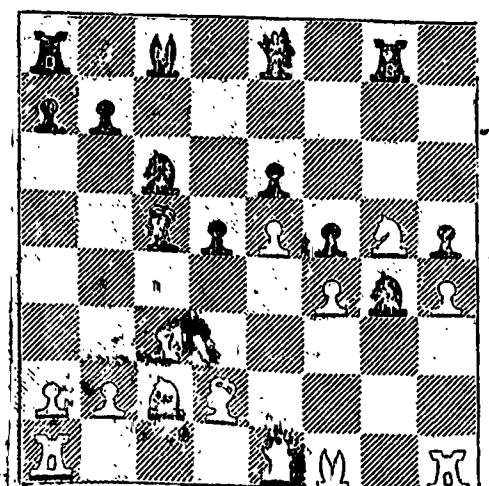
14. *W. K. Castle's Pawn 2 squares.*
B. K. Knight's Pawn takes K. Bishop's Pawn.



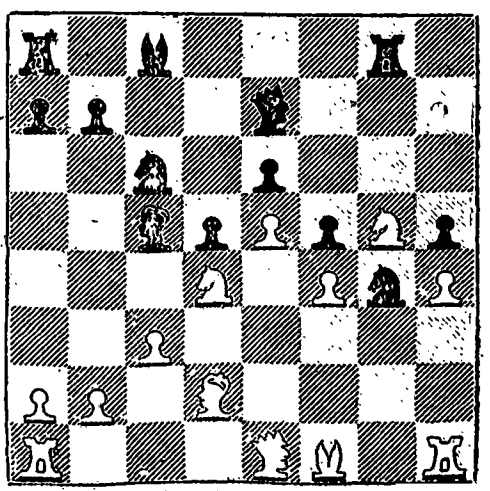
14. *W. K. Knight's Pawn takes Pawn.*
B. K. Castle to Knight's square.



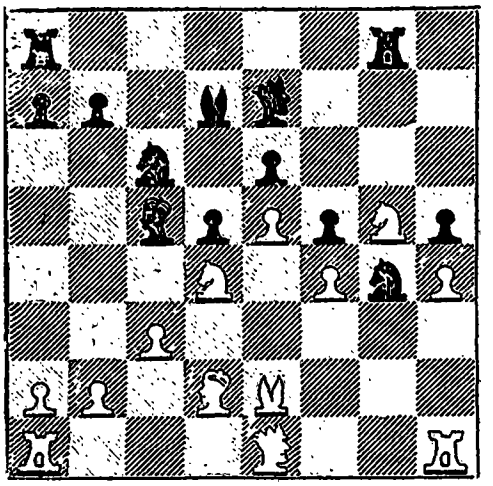
15. *W. K. Knight to his 5th.*
B. K. Knight to Castle's 3rd.



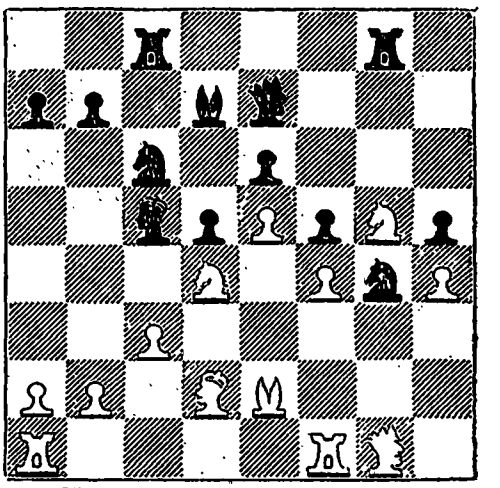
16. *W. Q. Knight to Bishop's 2nd.*
B. Knight to his 5th.



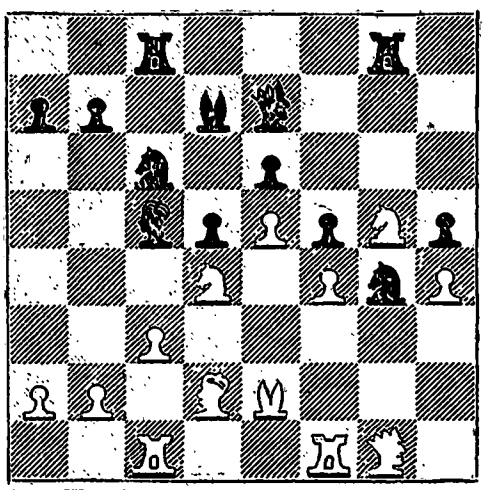
17. *W. Q. Knight to Queen's 4th.*
B. King to his 2nd.



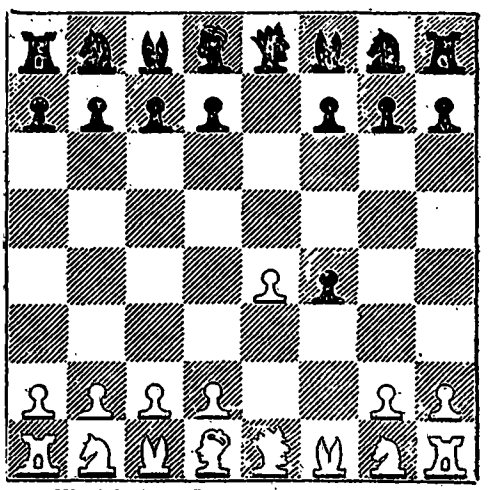
18. *W. K. Bishop to King's 2nd.*
B. Q. Bishop to Queen's 2nd.



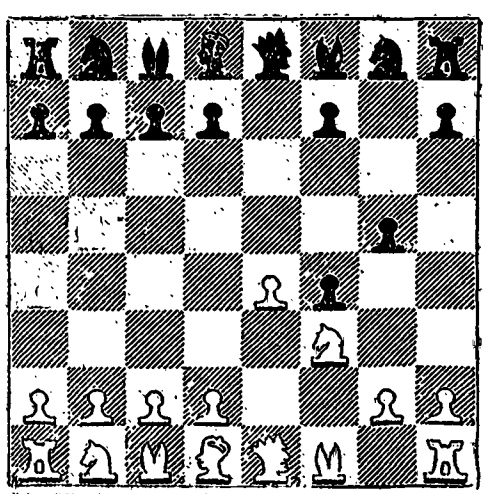
19. *W. King castles on his side.*
B. Q. Castle to Bishop's square.



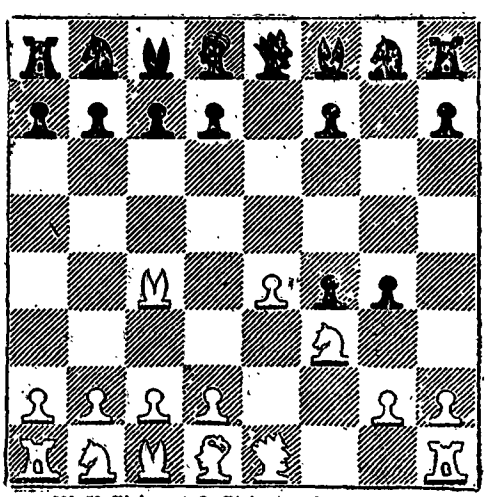
20. *W. Q. Castle to Bishop's square.*
Of any thing, the white has the advantage.



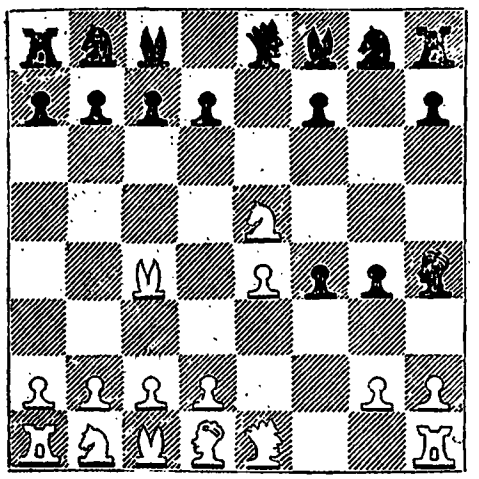
2. *W. K. Bishop's Pawn 2 squares.*
B. Pawn takes Pawn.



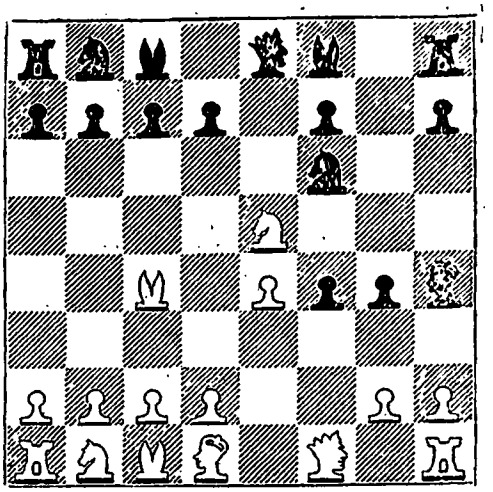
3. *W. K. Knight to Bishop's 3rd.*
B. K. Knight's Pawn 2 squares.



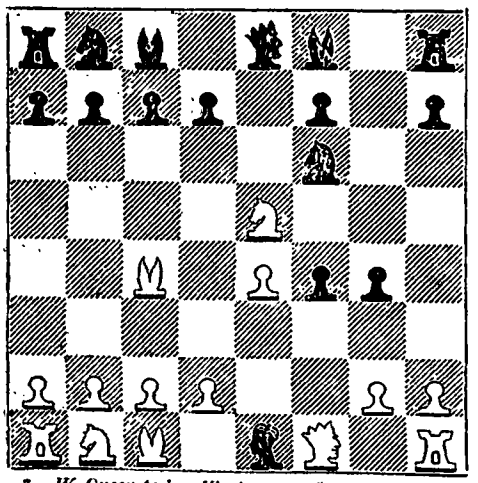
4. *W. K. Bishop to Q. Bishop's 4th.*
B. K. Knight's Pawn 1 square.



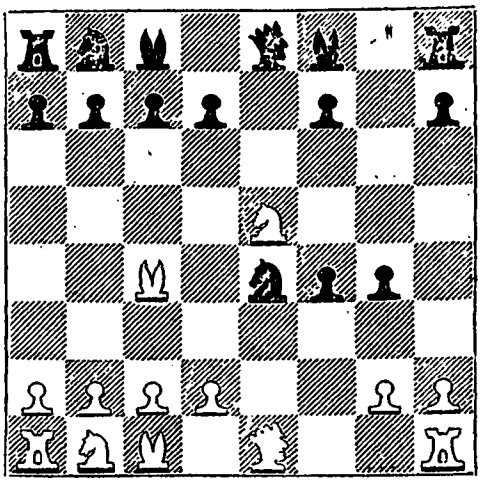
5. *W. Knight to King's 5th.*
B. Queen gives check.



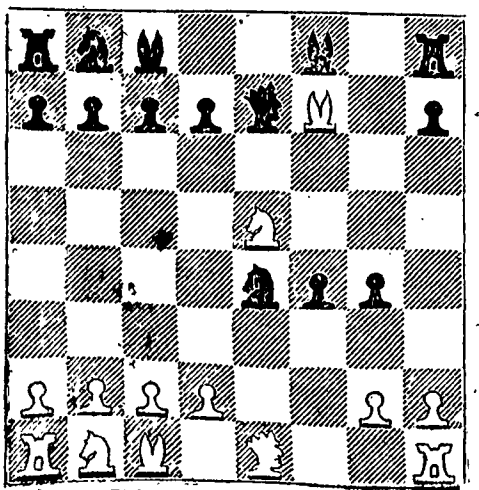
6. *W. King to Bishop's square.*
B. K. Knight to Bishop's 3rd.



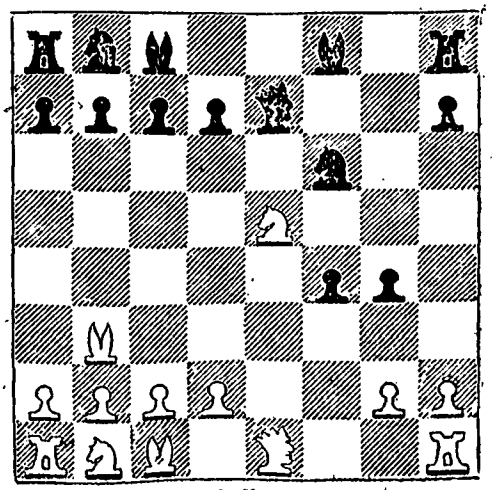
7. *W. Queen to her King's square.*
B. Queen takes Queen.



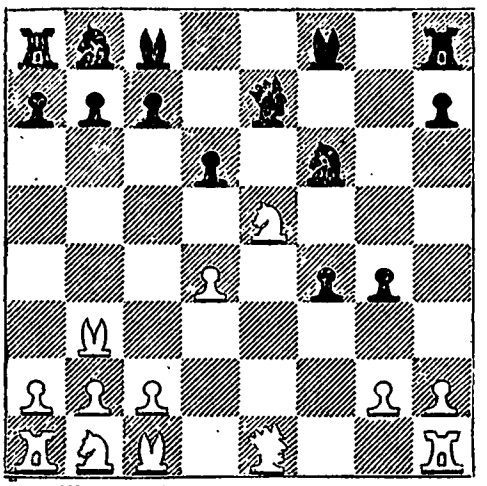
8. *W. King takes Queen.*
B. K. Knight takes Pawn.



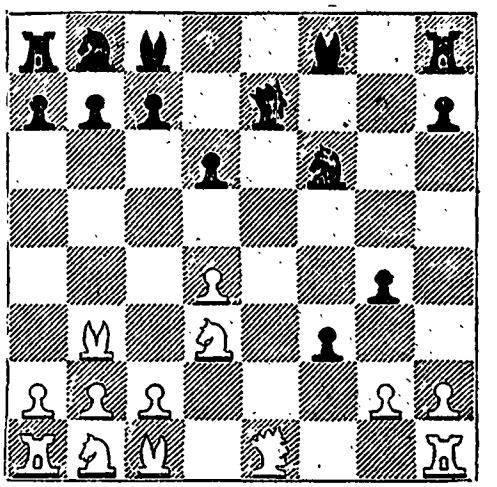
9. *W. K. Bishop takes Pawn, checking.*
B. King to his 2nd.



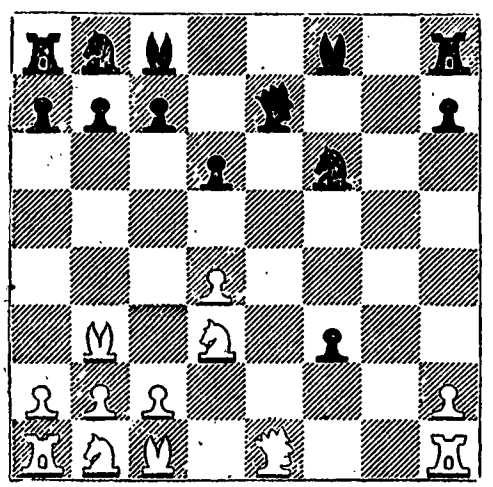
10. *W. K. Bishop to Q. Knight's 3rd.*
B. K. Knight to Bishop's 3rd.



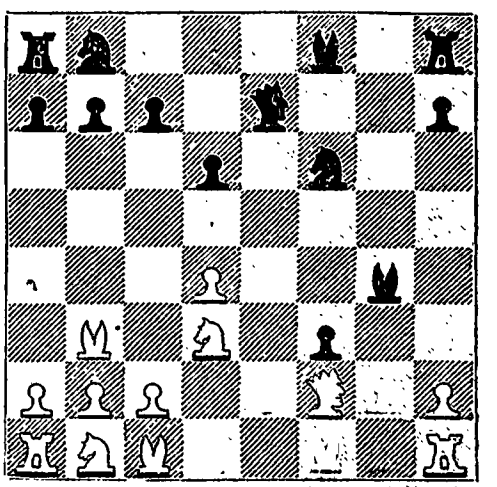
11. *W. Queen's Pawn 2 squares.*
B. Queen's Pawn 1 square.



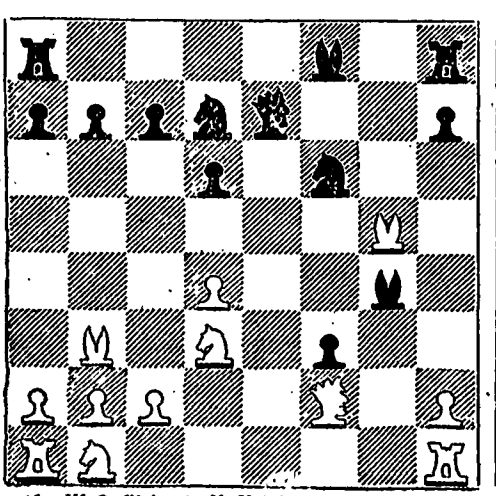
12. *W. K. Knight to Queen's 3rd.*
B. Gambit Pawn to white Bishop's 3rd.



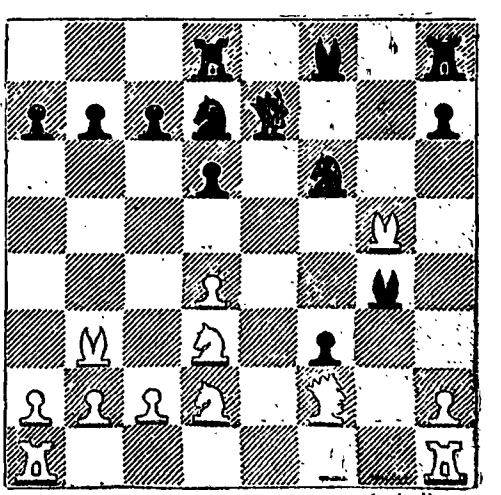
13. *W. Pawn takes Pawn.*
B. Pawn takes Pawn.



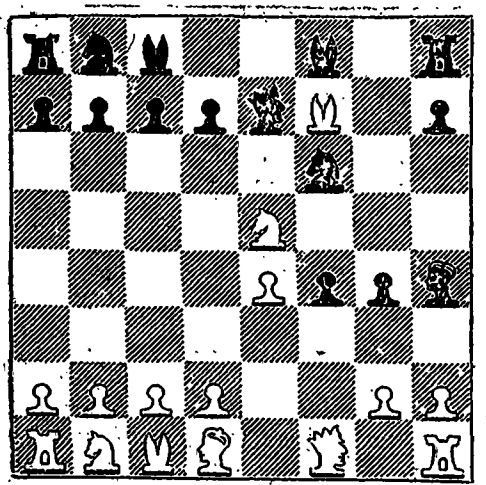
14. *W. King to Bishop's 2nd.*
B. Q. Bishop to K. Knight's 5th.



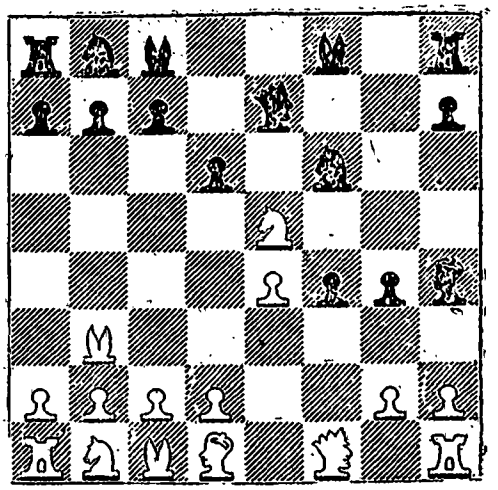
15. *W. Q. Bishop to K. Knight's 5th.*
B. Q. Knight to Queen's 2nd.



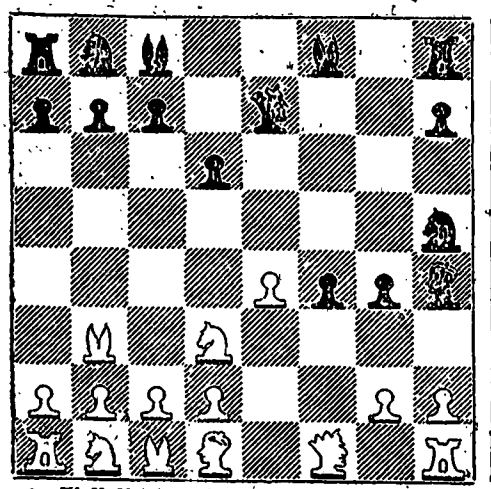
16. *W. Queen's Knight to Queen's 2nd.*
B. Q. Castle to Queen's square.



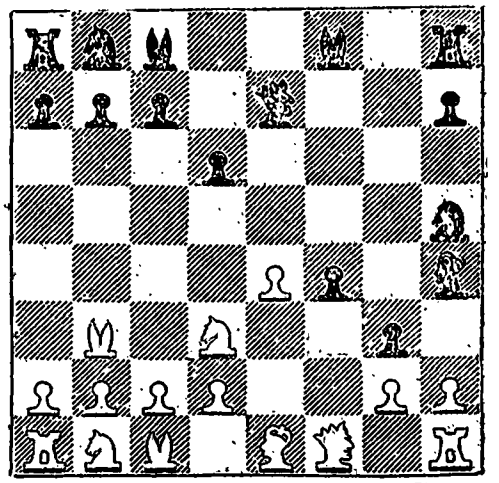
7. *W. K. Bishop takes Pawn, checking. (Censured.)*
B. King to his 2nd.



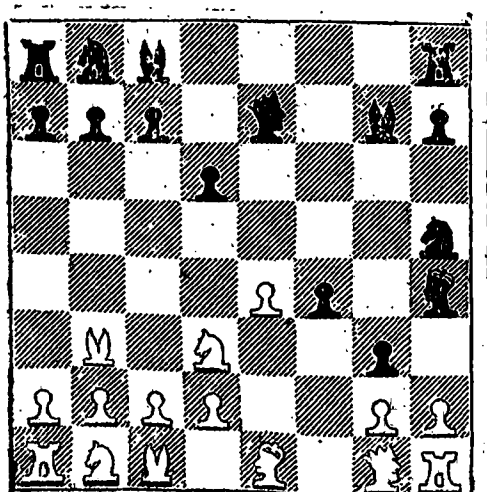
8. *W. K. Bishop to K. Knight's 3rd.*
B. Queen's Pawn 1 square.



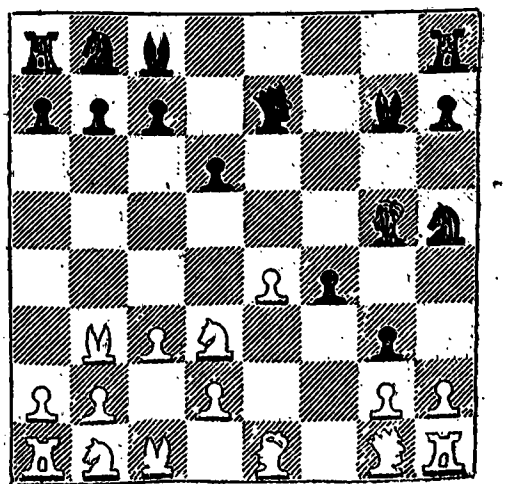
9. *W. K. Knight to Queen's 3rd.*
B. K. Knight to Castle's 4th.



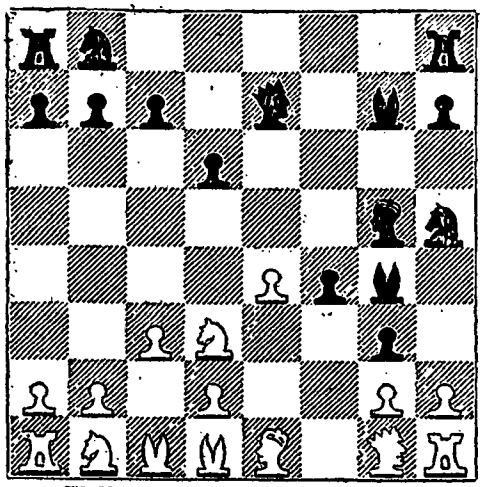
10. *W. Queen to King's square.*
B. K. Knight's Pawn 1 square.



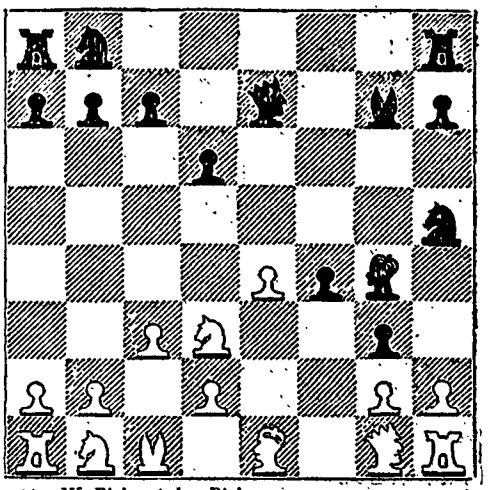
11. *W. King to Knight's square.*
B. K. Bishop to Knight's 2nd.



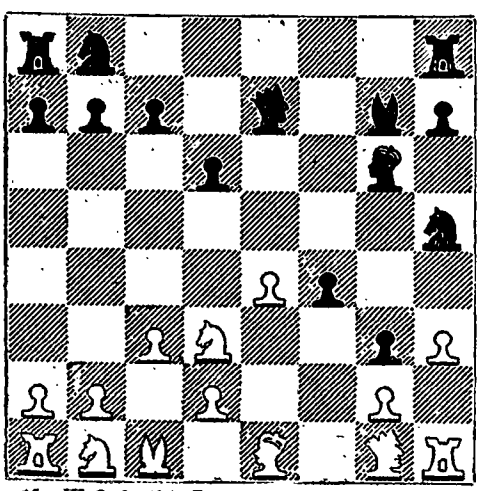
12. *W. Q. Bishop's Pawn 1 square.*
B. Queen to K. Knight's 4th.



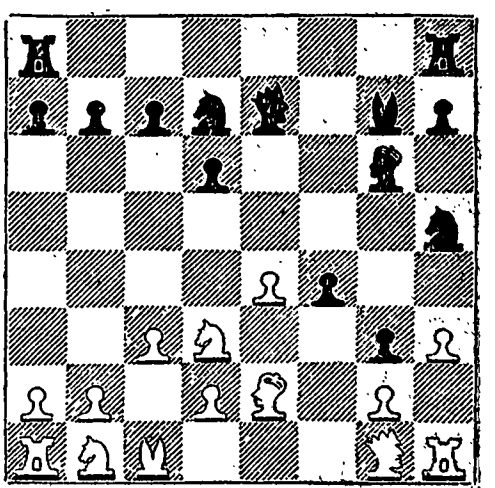
13. *W. K. Bishop to Queen's square.*
B. Q. Bishop to K. Knight's 5th.



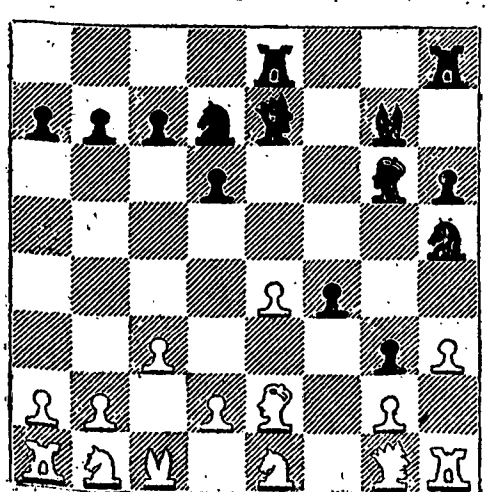
14. *W. Bishop takes Bishop.*
B. Queen takes Bishop.



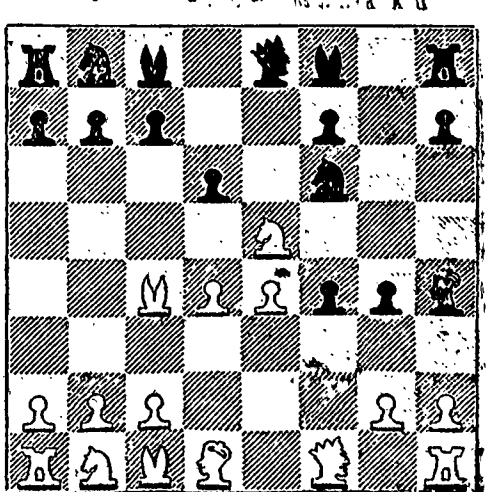
15. *W. Q. Castle's Pawn 1 square.*
B. Queen to K. Knight's 3rd.



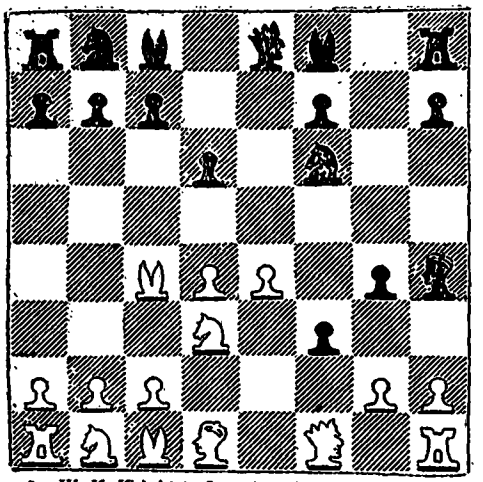
16. *W. Queen to King's 2nd.*
B. Queen's Knight to Queen's 2nd.



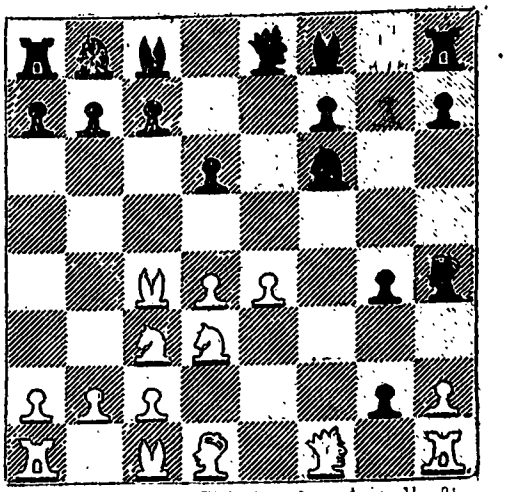
17. *W. K. Knight to King's square.*
B. Q. Castle to King's square.



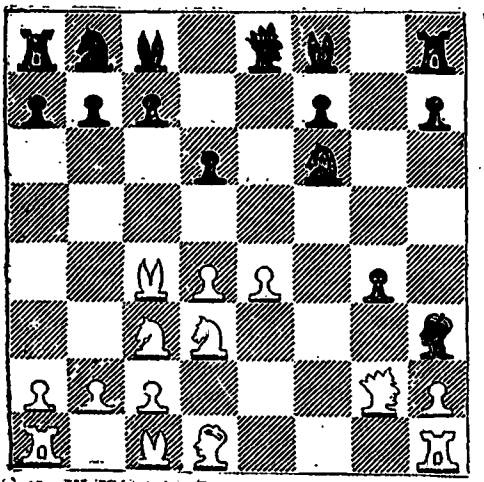
7. *W. Queen's Pawn 2 squares.* (*Censured.*)
B. Queen's Pawn 1 square.



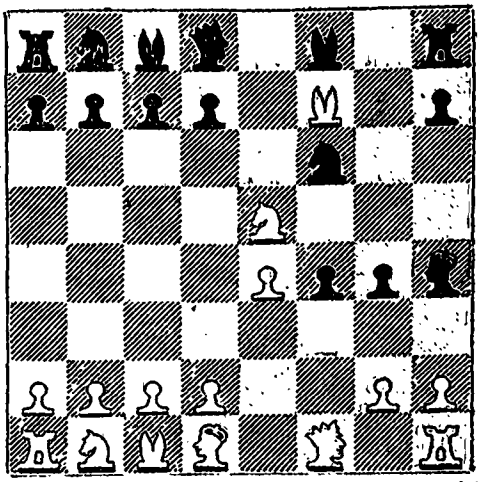
8. *W. K. Knight to Queen's 3rd.*
B. Gambit Pawn 1 square.



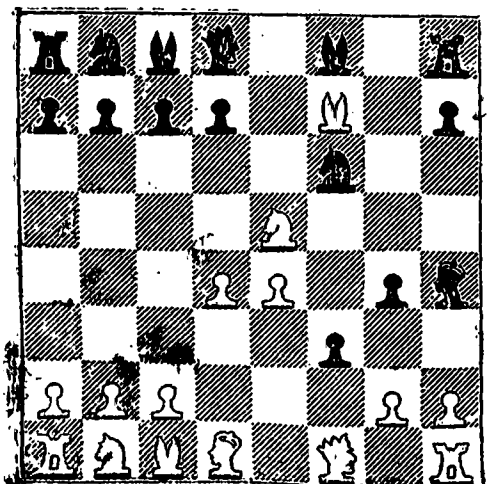
9. *W. Q. Knight to Bishop's 3rd.*
B. Gambit Pawn takes, checking.



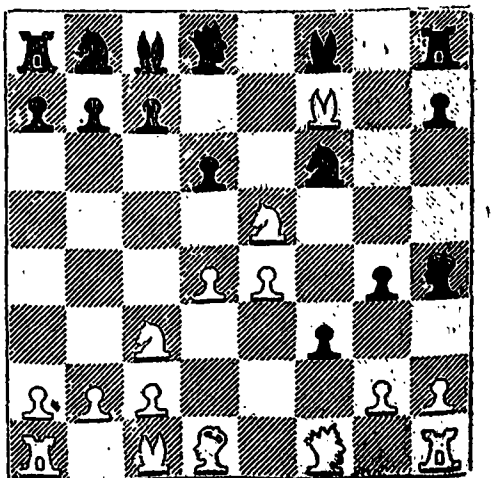
10. *W. King takes Pawn.*
B. Queen gives check.



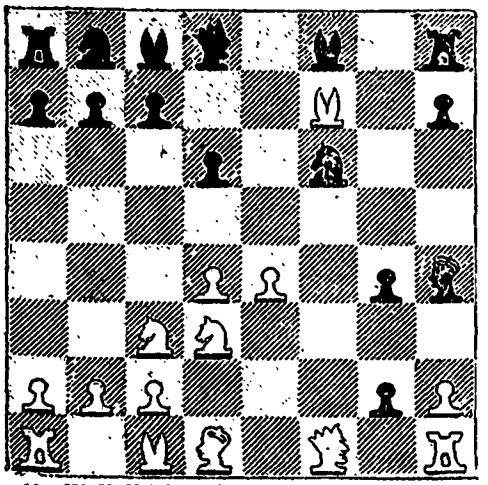
7. *W. K. Bishop takes Pawn, checking.* (Censured.)
B. King to Queen's square.



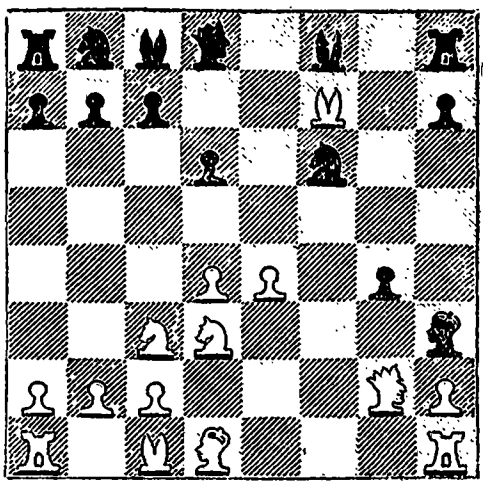
8. *W. Queen's Pawn 2 squares.*
B. King's Pawn 1 square.



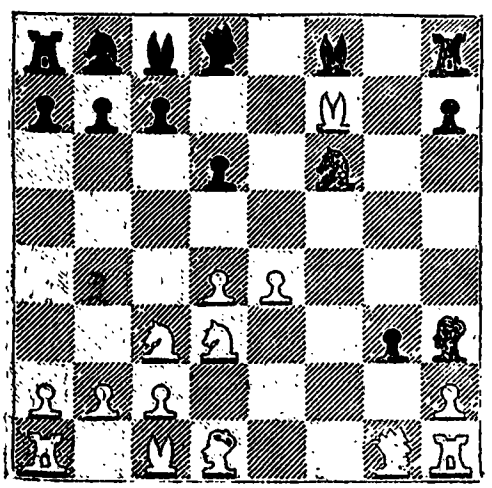
9. *W. Q. Knight to Bishop's 3rd.*
B. Queen's Pawn 1 square.



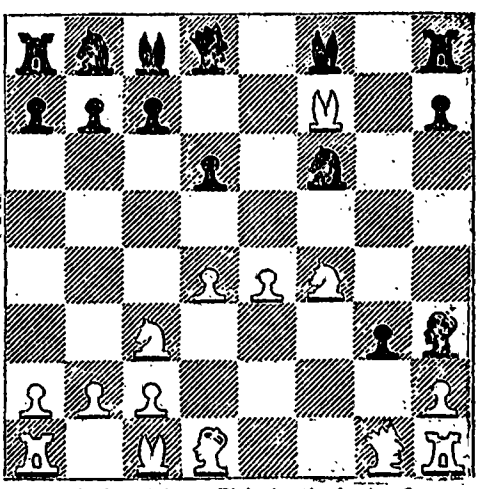
10. *W. K. Knight to Queen's 3rd.*
B. Pawn takes Pawn.



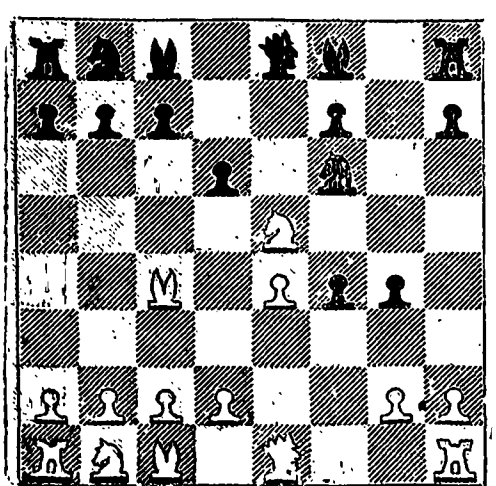
11. *W. King takes Pawn.*
B. Queen gives check.



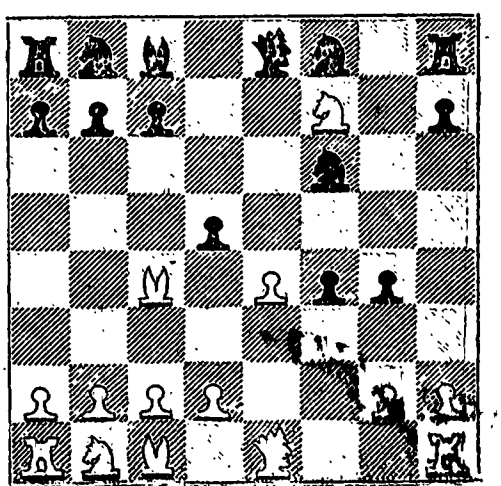
12. *W. King to Knight's square.*
B. K. Knight's Pawn 1 square.



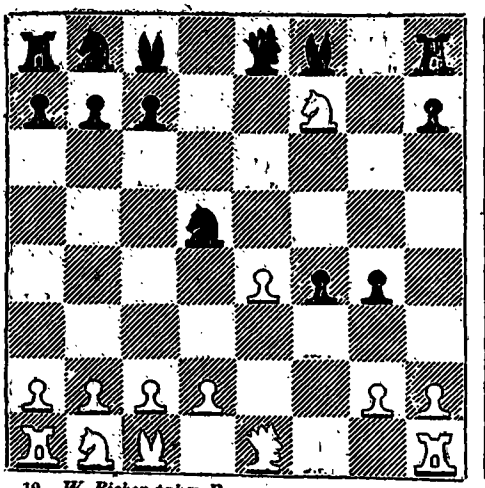
13. *W. K. Knight to Bishop's 4th, forcing Queen to retreat.*



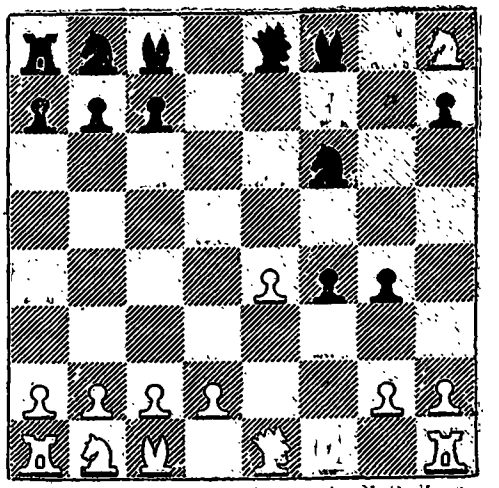
8. *W. King takes Queen.*
B. Queen's Pawn 1 square.



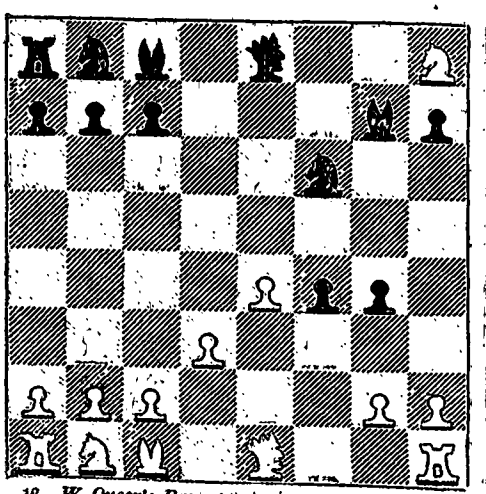
9. *W. Knight takes K. Bishop's Pawn.*
B. Queen's Pawn 1 square.



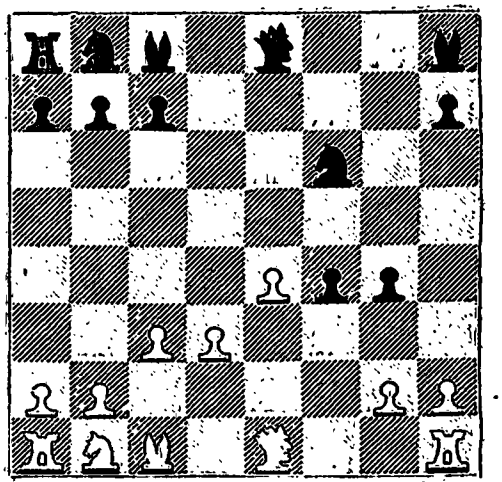
10. *W. Bishop takes Pawn.*
B. K. Knight takes Bishop.



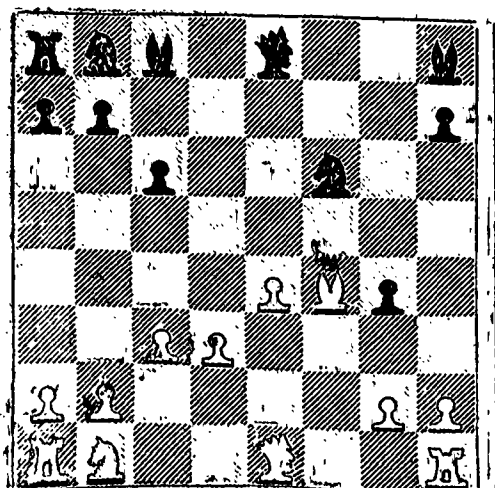
11. *W. Knight takes Castle.*
B. K. Knight to Bishop's 3rd.



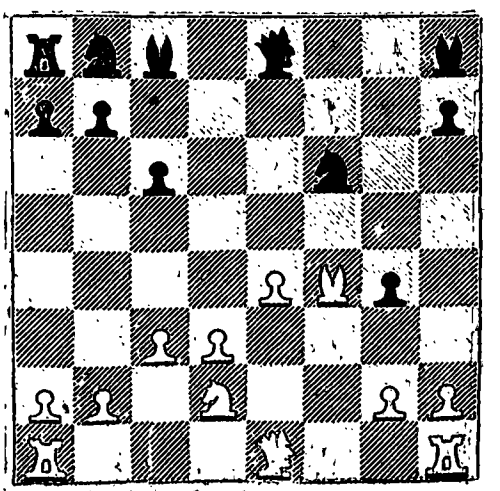
12. *W. Queen's Pawn 1 square.*
B. K. Bishop to Knight's 2nd.



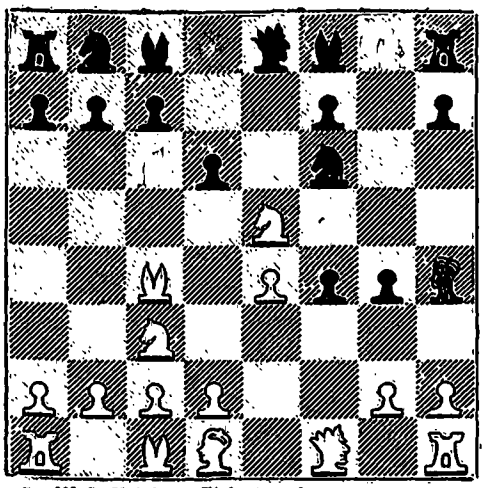
13. *W. Q. Bishop's Pawn 1 square.*
B. Bishop takes Knight.



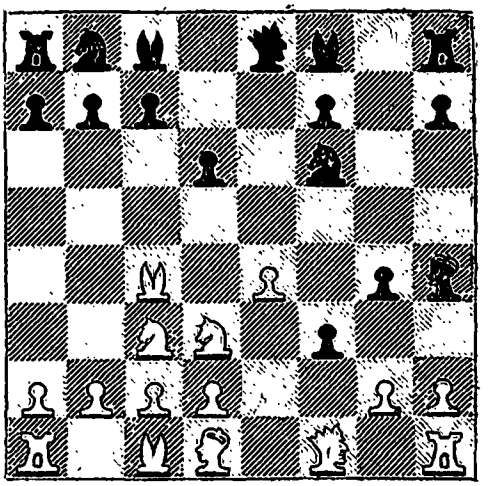
14. *W. Q. Bishop takes Pawn.*
B. Q. Bishop's Pawn 1 square.



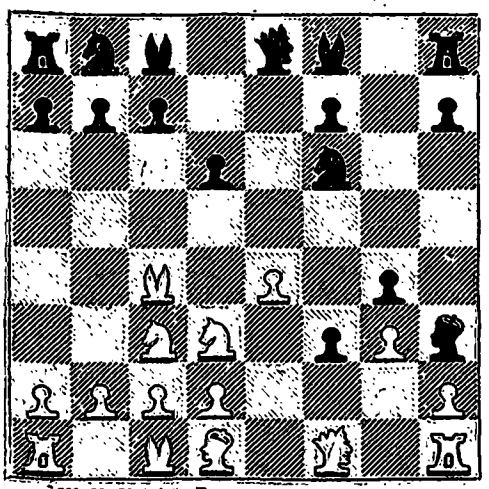
15. *W. Knight to Queen's 2nd.*



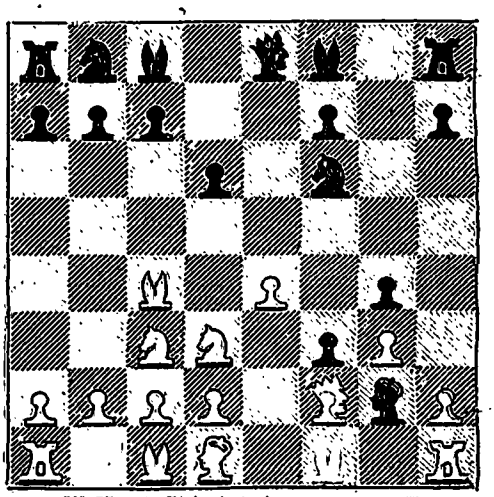
7. *W. Q. Knight to Bishop's 3rd.*
B. Queen's Pawn 1 square.



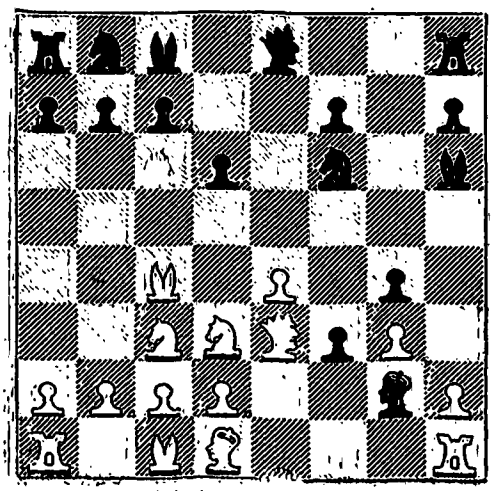
8. *W. K. Knight to Queen's 3rd.*
B. Gambit Pawn 1 square.



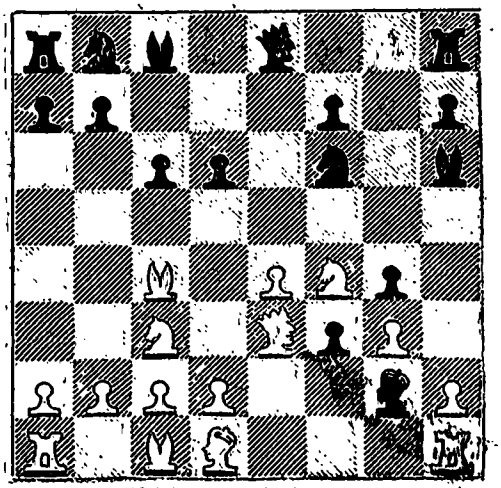
9. *W. K. Knight's Pawn 1 square.*
B. Queen gives check.



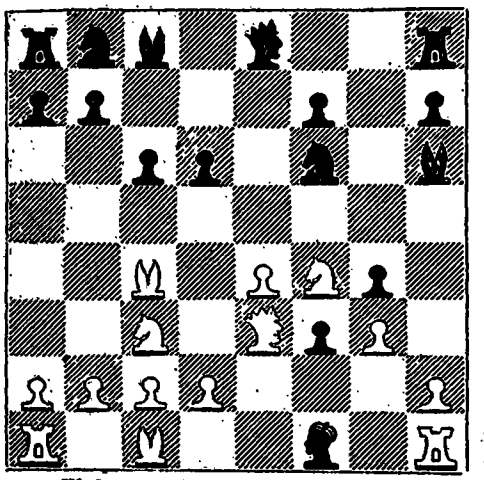
10. *W. King to Bishop's 2nd.*
B. Queen gives check.



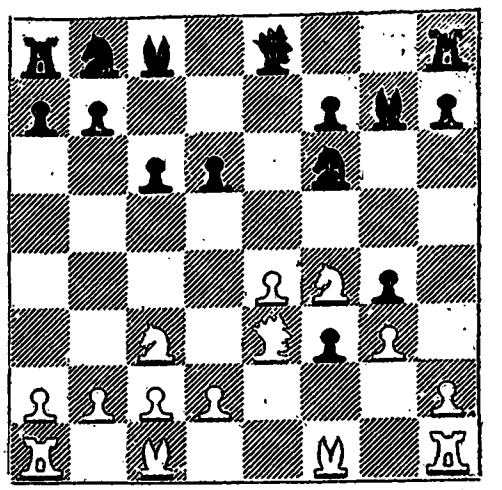
11. *W. King to his 3rd square.*
B. K. Bishop gives check.



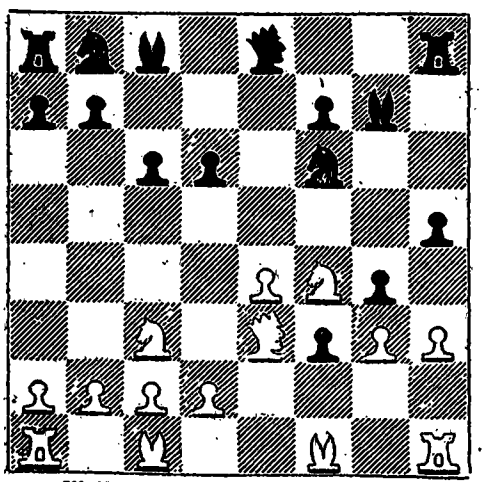
12. *W. K. Knight covers check.*
B. Q. Bishop's Pawn 1 square.



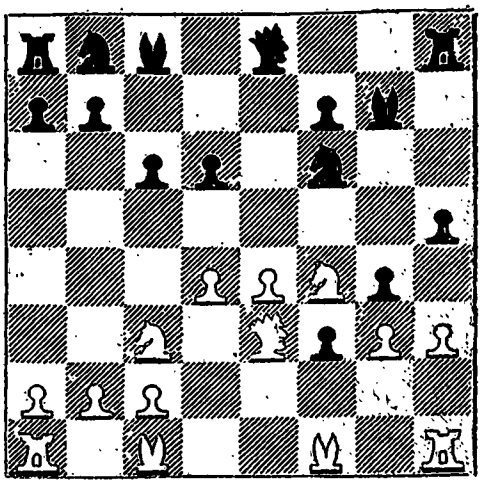
13. *W. Queen to K. Bishop's square.*
B. Queen takes Queen.



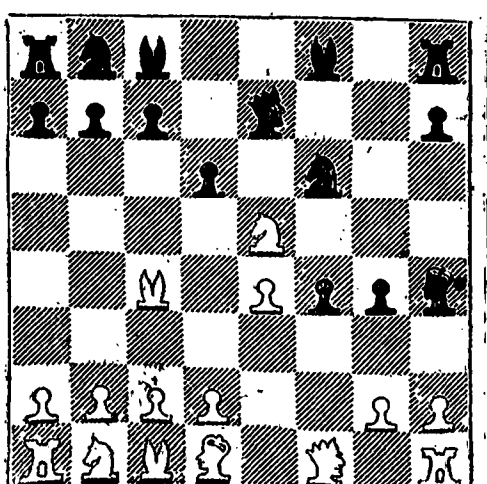
14. *W. K. Bishop takes Queen.*
B. K. Bishop to Knight's 2nd.



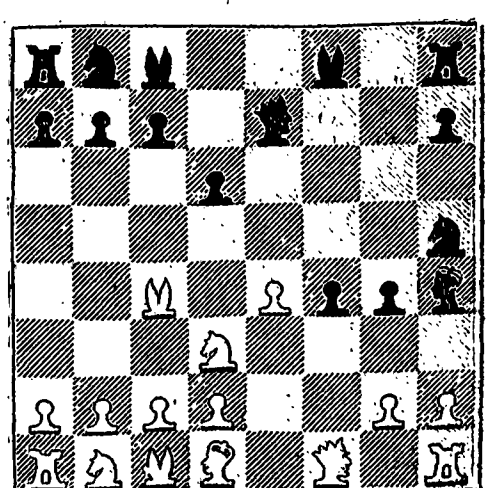
15. *W. K. Castle's Pawn 1 square.*
B. K. Castle's Pawn 2 squares.



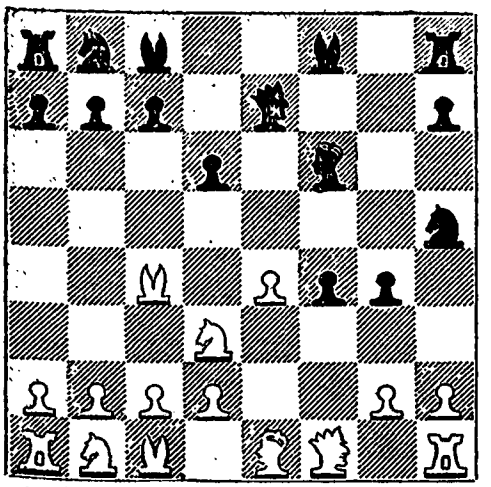
16. *W. Queen's Pawn 2 squares.*



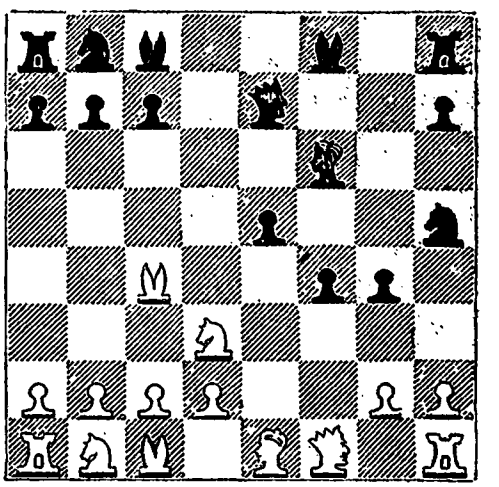
8. *W. K. Bishop to Q. Bishop's 4th.*
B. Queen's Pawn 1 square.



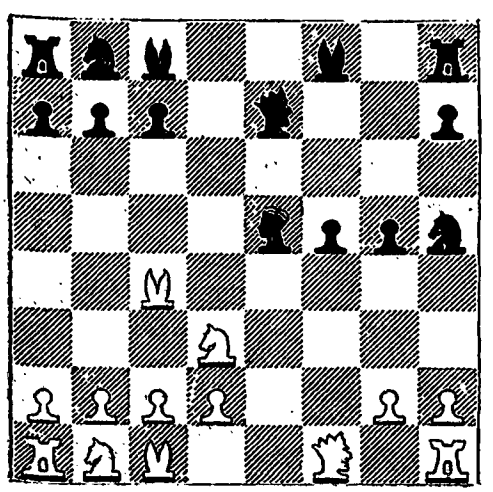
9. *W. K. Knight to Queen's 3rd.*
B. K. Knight to Castle's 4th.



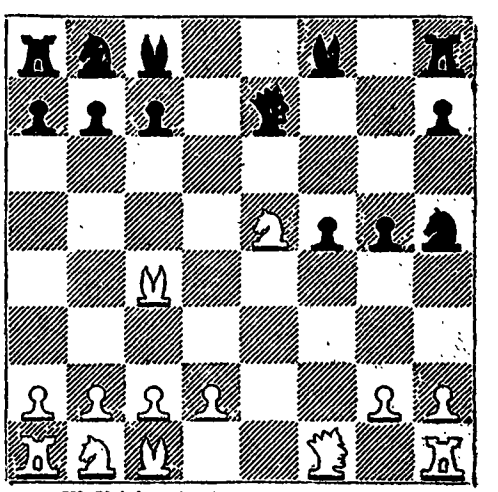
10. *W. Queen to King's square.*
B. Queen to K. Bishop's 3rd.



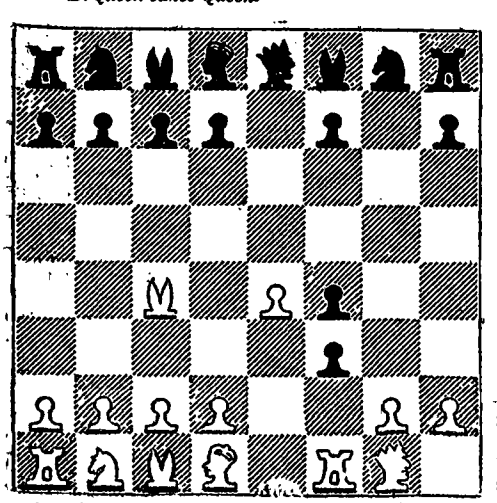
11. *W. King's Pawn 1 square.*
B. Queen's Pawn takes Pawn.



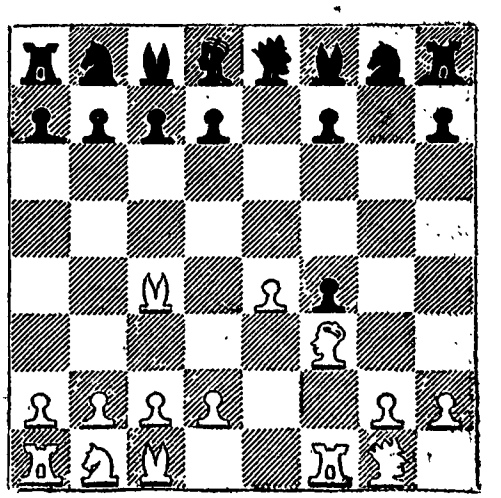
12. *W. Queen takes Pawn, checking.*
B. Queen takes Queen.



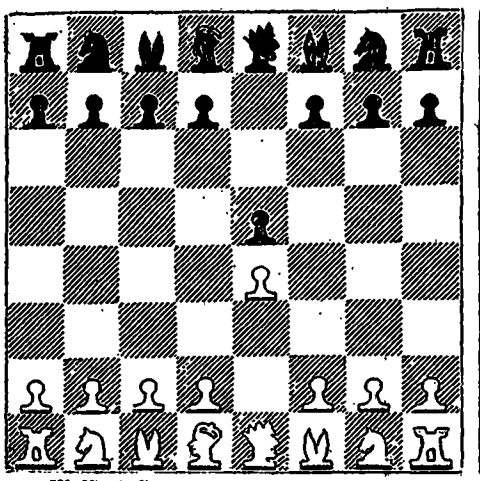
13. *W. Knight takes Queen.*



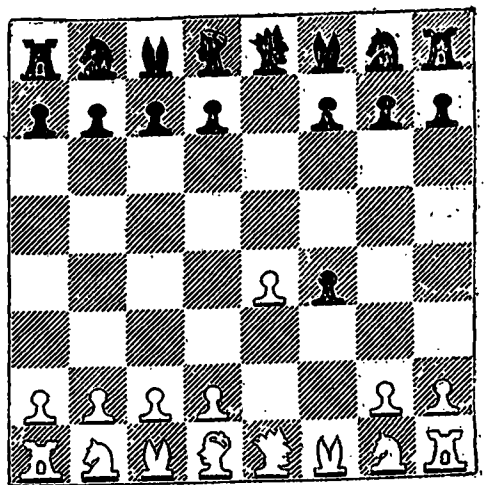
5. *W. King castles.*
B. Pawn takes Knight.



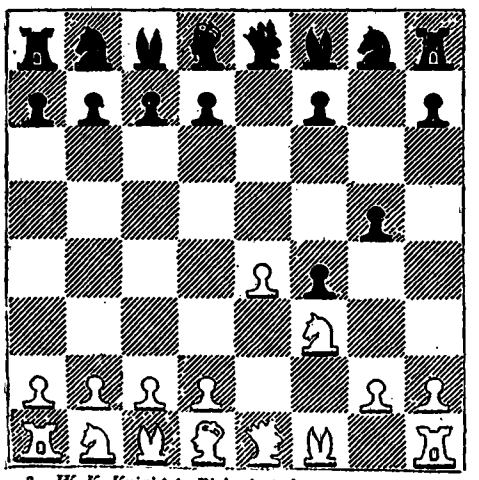
6. *W. Queen takes Pawn.*



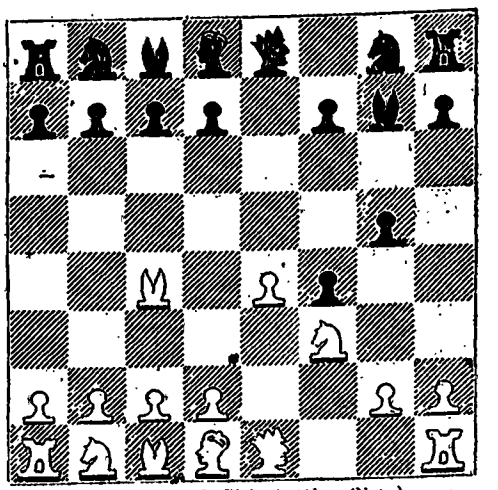
1. *W. King's Pawn 2 squares.*
B. the same.



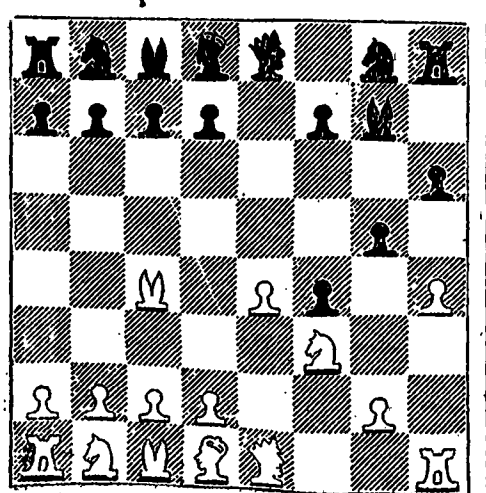
2. *W. K. Bishop's Pawn 2 squares.*
B. Pawn takes it.



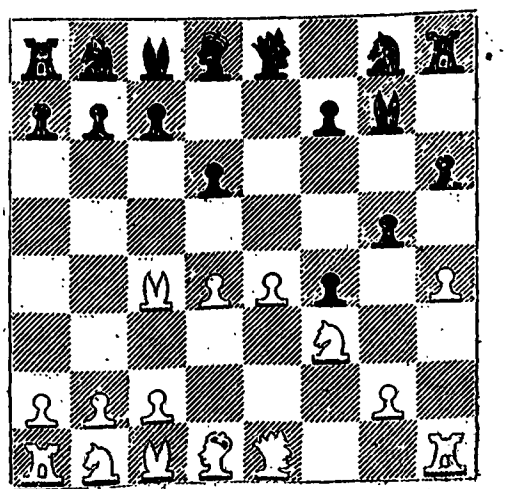
3. *W. K. Knight to Bishop's 3rd.*
B. K. Knight's Pawn 2 squares.



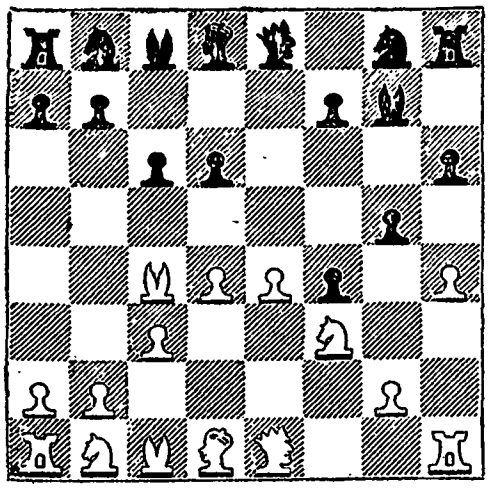
4. *W. K. Bishop to Q. Bishop's 4th.* (Note.)
B. K. Bishop to Knight's 2nd.



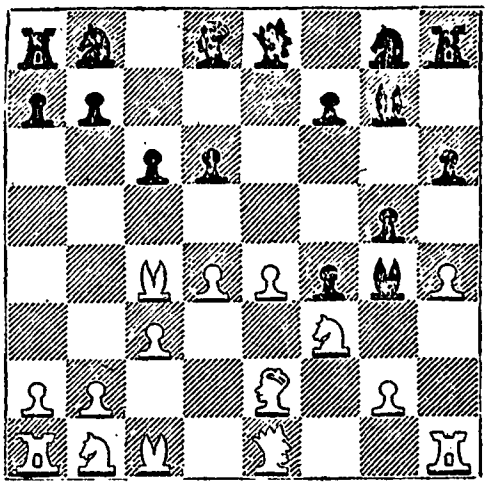
5. *W. K. Castle's Pawn 2 squares.*
B. K. Castle's Pawn 1 square. (Note.)



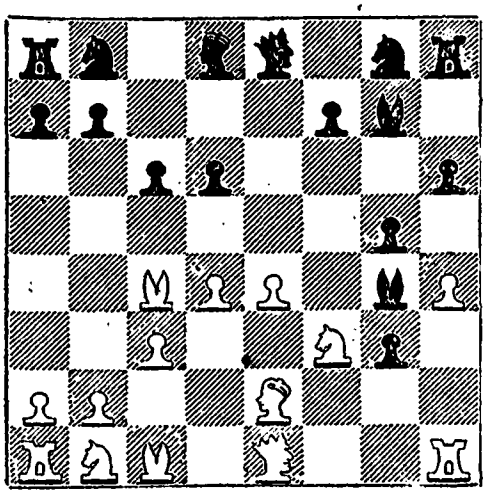
6. *W. Queen's Pawn 2 squares.*
B. Queen's Pawn 1 square. (Note.)



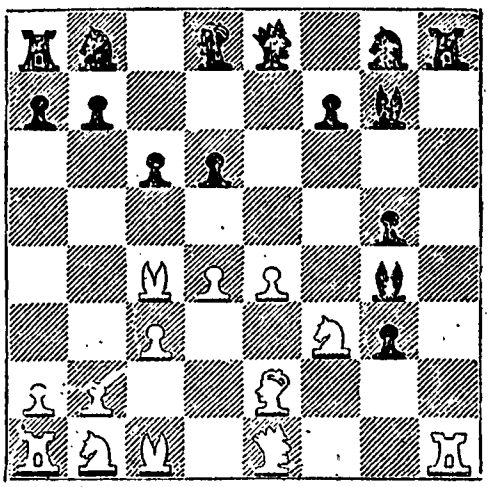
7. *W. Q. Bishop's Pawn 1 square.*
B. the same.



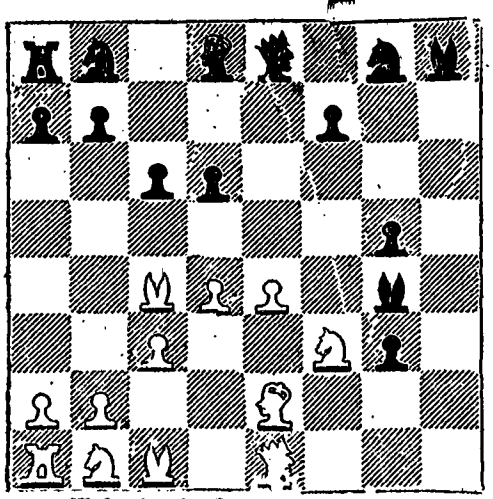
8. *W. Queen to King's 2nd.*
B. Q. Bishop to K. Knight's 5th.



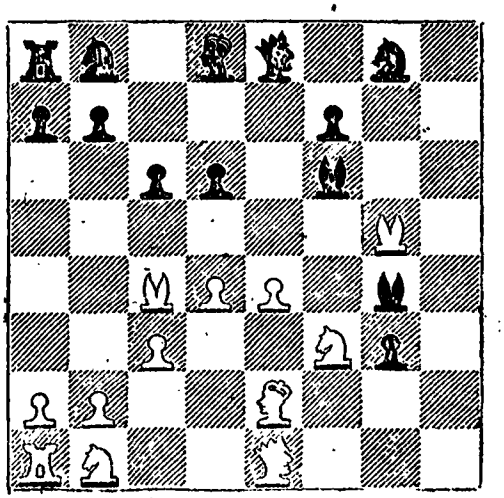
9. *W. K. Knight's Pawn 1 square.*
B. King's Pawn takes Pawn.



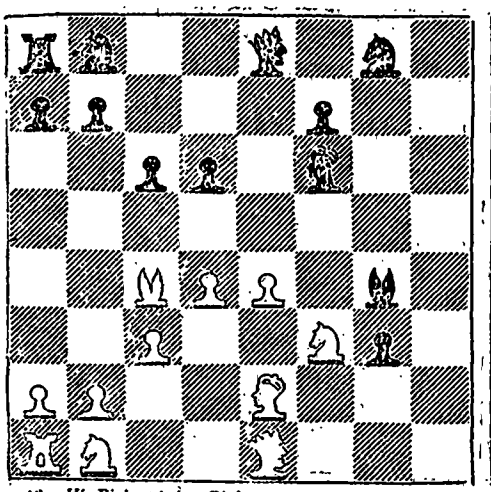
10. *W. K. Castle's Pawn takes Pawn.*
B. Castle's Pawn takes Pawn.



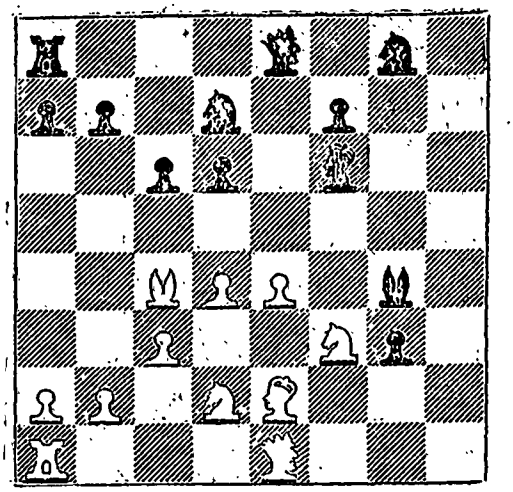
11. *W. Castle takes Castle.*
B. Bishop takes Castle.



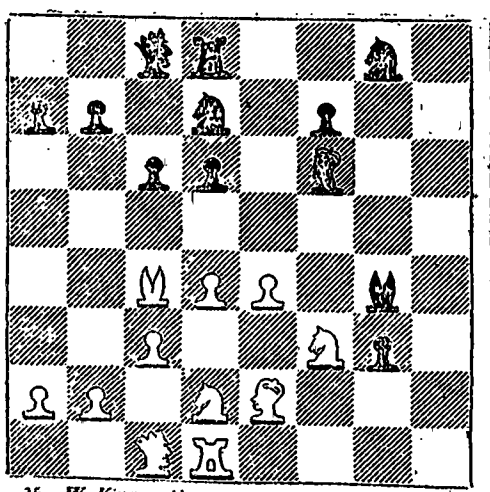
12. *W. Q. Bishop takes K. Knight's Pawn.*
B. K. Bishop to his 3rd square.



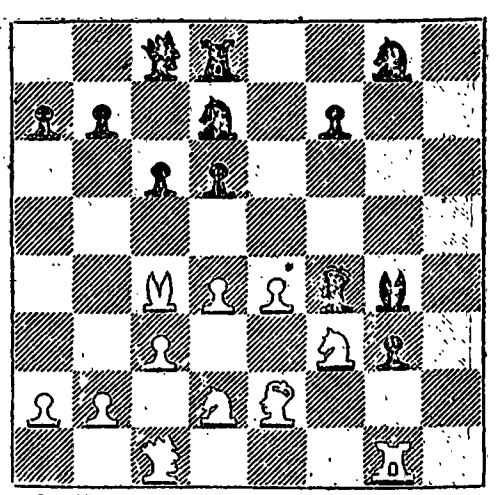
13. *W. Bishop takes Bishop.*
B. Queen takes Bishop.



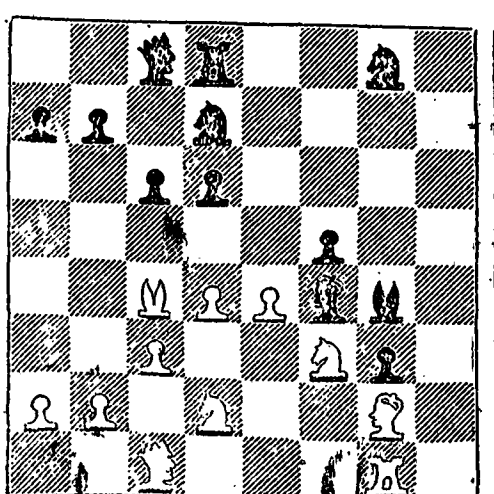
14. *W. Q. Knight to Queen's 2nd.*
B. the same.



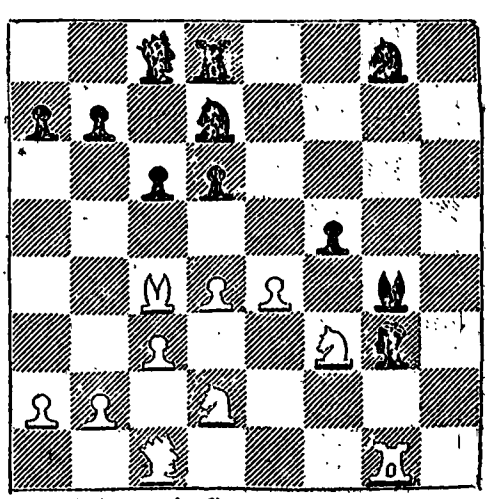
15. *W. King castles.*
B. King castles.



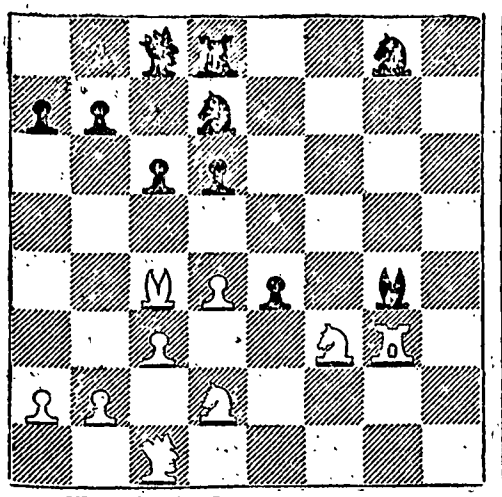
16. *W. Castle to K. Knight's square.*
B. Queen to K. Bishop's 5th.



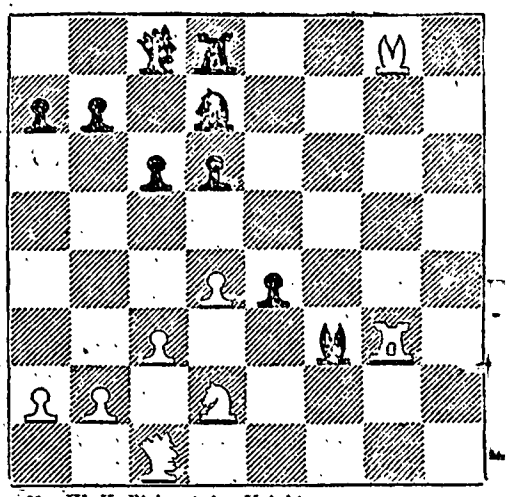
17. *W. Queen to K. Knight 2nd.*
B. K. Bishop's Pawn 2 squares.



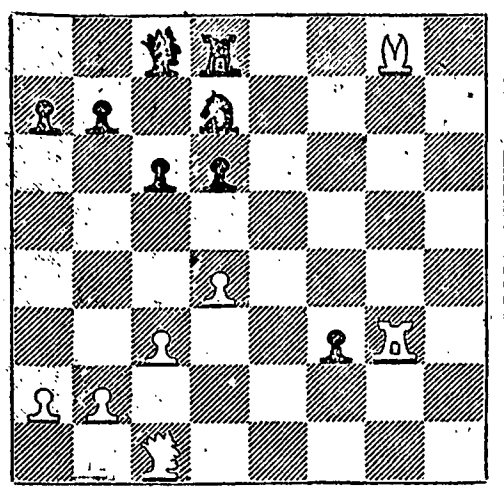
18. *W. Queen takes Pawn.*
B. Queen takes Queen.



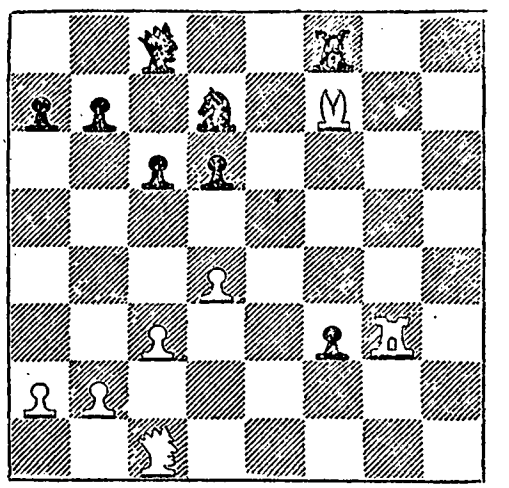
19. *W. Castle takes Queen.*
B. Pawn takes Pawn.



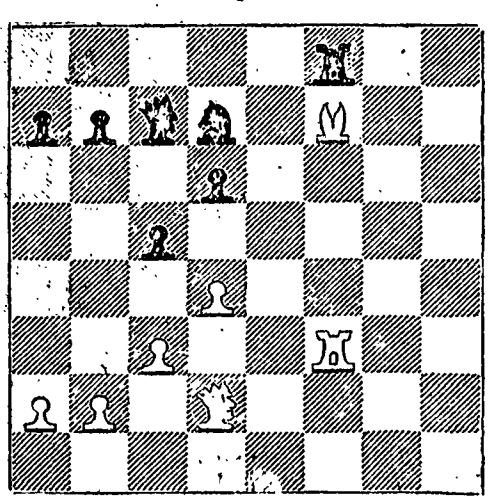
20. *W. K. Bishop takes Knight.*
B. Q. Bishop takes Knight.



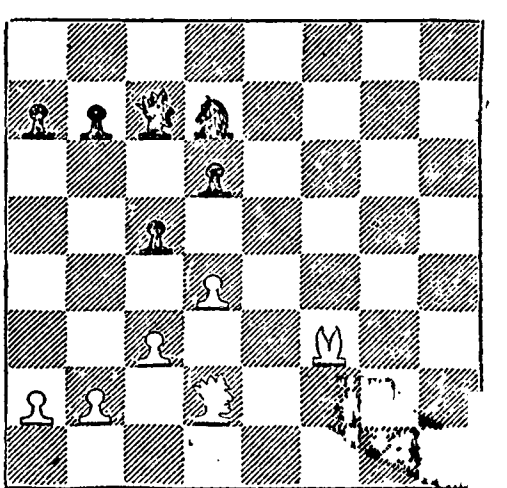
21. *W. Q. Knight takes Bishop.*
B. Pawn takes Knight.



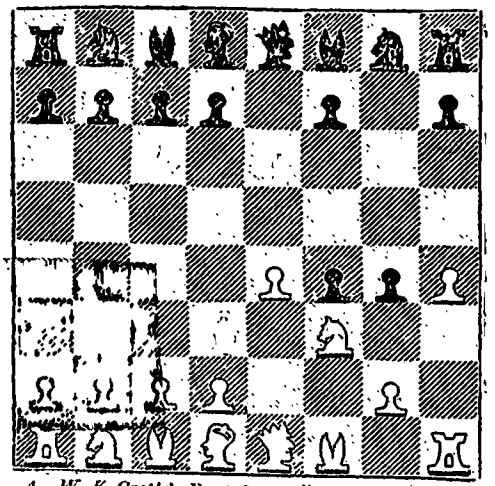
22. *W. Bishop to black K. Bishop's 2nd.*
B. Castle to K. Bishop's square.



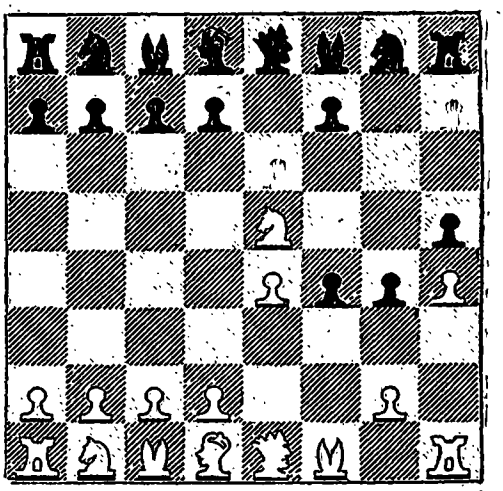
23. *W. Castle takes Pawn.* *B. King to Q. Bish. 2nd.*
24. *W. King to Queen's 2nd.* *B. Q. Bish. Pawn 1 sq.*



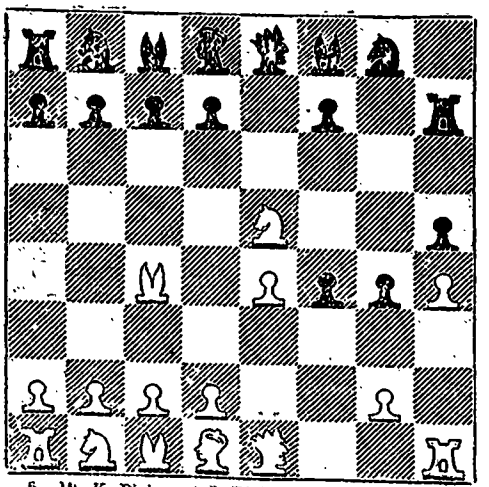
25. *W. Bishop to King's Castle's 4th.*
B. Castle takes Castle.
26. *W. Bishop takes Castle.*



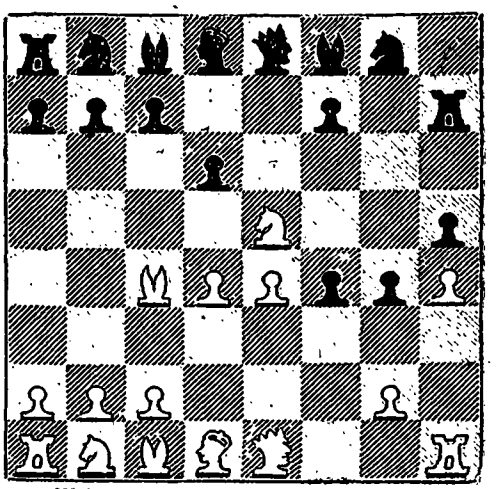
4. *W. K. Castle's Pawn 2 squares.*
B. K. Knight's Pawn 1 square.



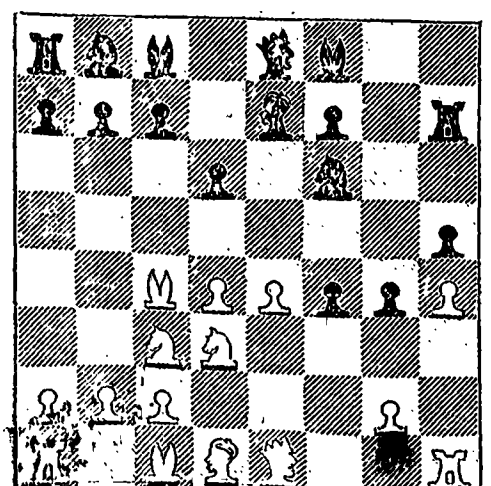
5. *W. K. Knight to King's 5th.*
B. K. Castle's Pawn 2 squares.



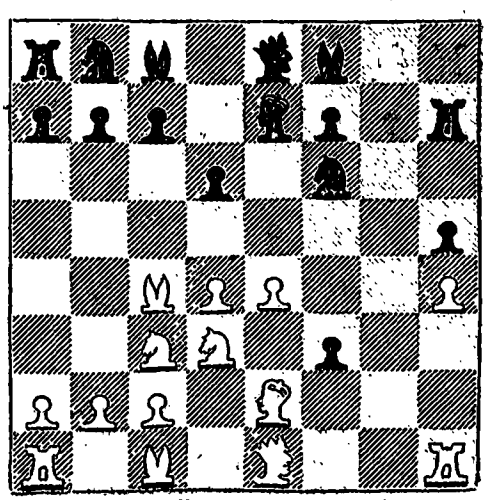
6. *W. K. Bishop at Q. Bishop's 4th.*
B. K. Castle to its 2nd square.



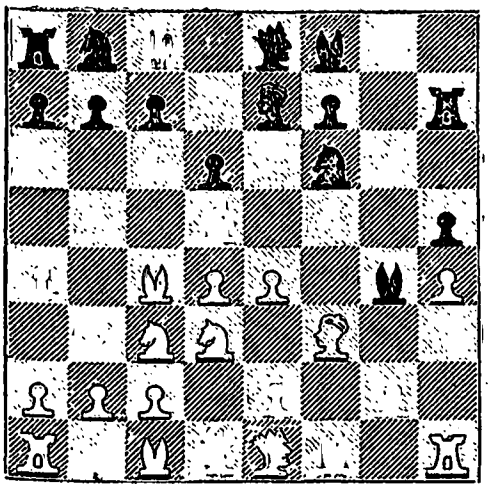
7. *W. Queen's Pawn 2 squares.*
B. Queen's Pawn 1 square.



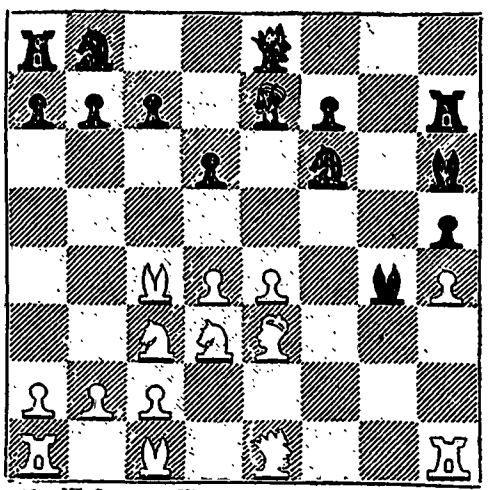
8. *W. K. Kt. to Queen's 3rd.* *B. Q. to King's 2nd.*
9. *W. Q. Kt. to Bishop's 3rd.* *B. K. Kt. to Bish. 3rd.*



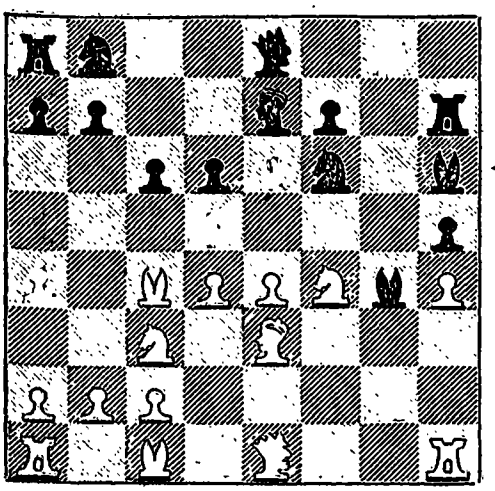
10. *W. Queen to King's 2nd.* *B. King's Pawn 1 sq.*
11. *W. K. Kt. Pawn takes Pawn.* *B. K. Kt. Pawn (takes Pawn.*



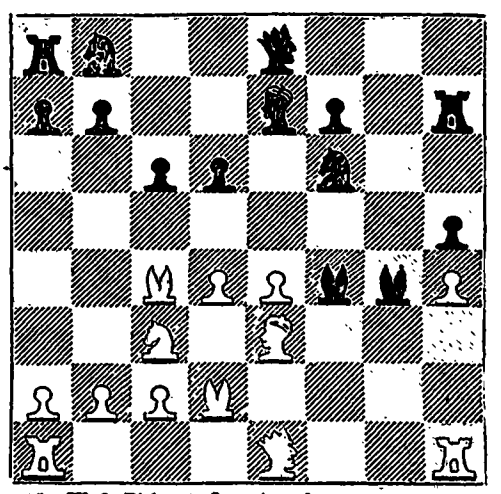
12. *W. Queen takes Pawn.*
B. Q. Bishop to K. Knight's 5th.



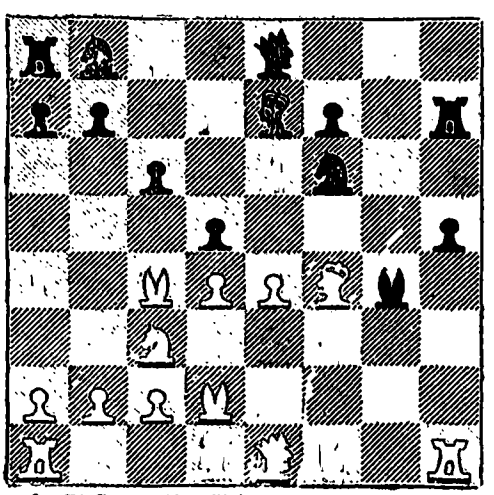
13. *W. Queen to King's 3rd.*
B. K. Bishop to Castle's 3rd.



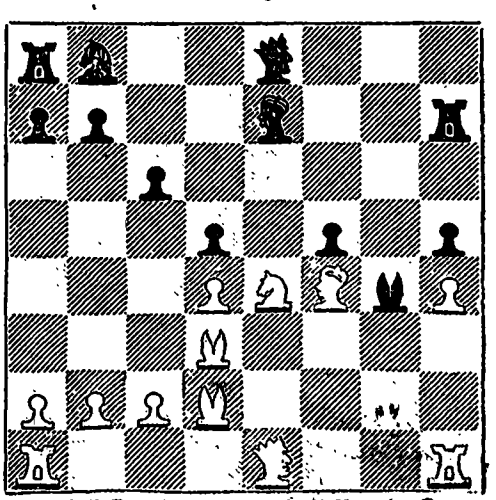
14. *W. K. Knight to K. Bishop's 4th.*
B. Q. Bishop's Pawn 1 square.



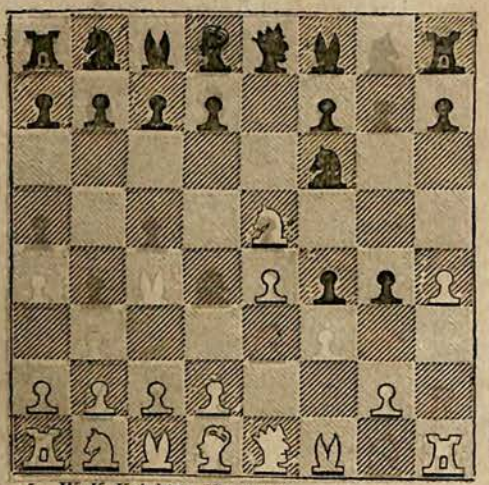
15. *W. Q. Bishop to Queen's 2nd.*
B. K. Bishop takes Knight.



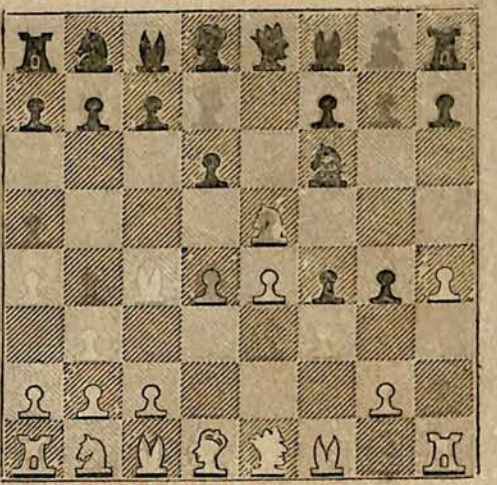
16. *W. Queen takes Bishop.*
B. Queen's Pawn 1 square.



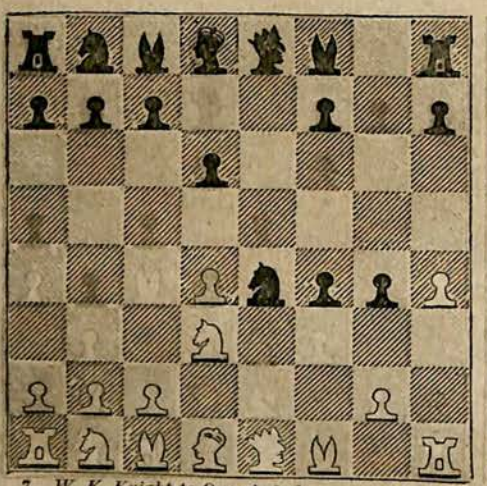
17. *W. K. B. to Queen's 3rd.* *B. K. Kt. takes Pawn.*
18. *W. Knight takes Knight.* *B. K. Bish. Pawn 2 sq.*



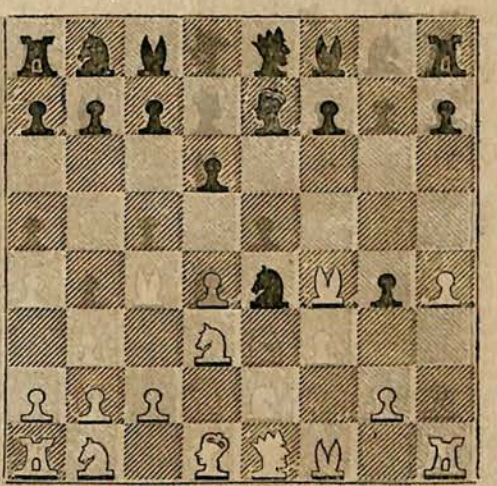
5. *W. K. Knight to King's 5th.*
B. K. Knight to Bishop's 3rd.



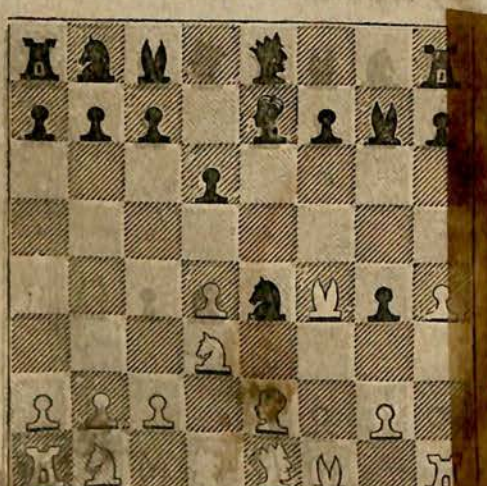
6. *W. Queen's Pawn 2 squares.*
B. Queen's Pawn 1 square.



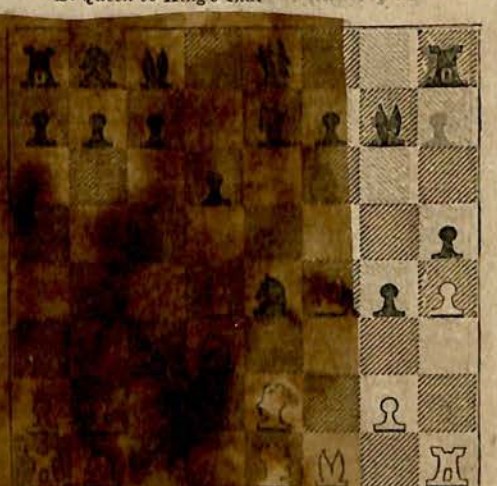
7. *W. K. Knight to Queen's 3rd.*
B. K. Knight takes Pawn.



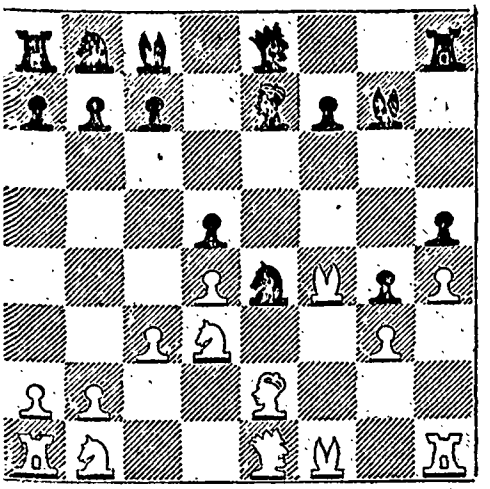
8. *W. Q. Bishop takes Pawn.*
B. Queen to King's 2nd.



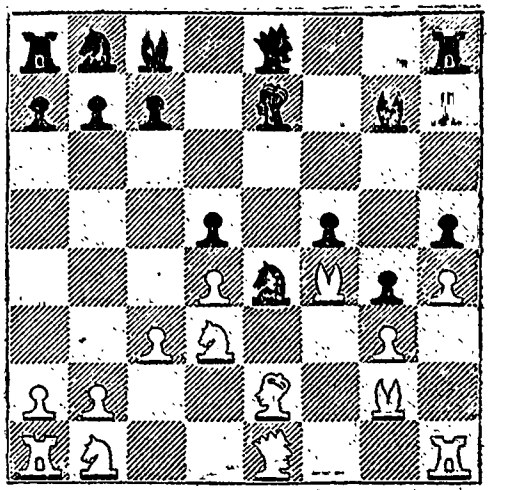
9. *W. Queen to King's 2nd.*
B. K. Bishop to Knight's 2nd.



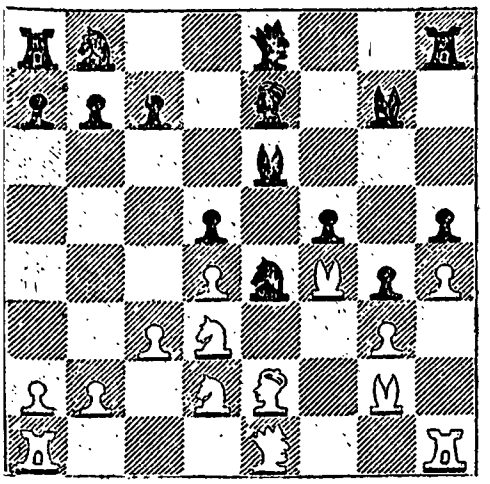
10. *W. Bishop's Pawn 1 square.*
B. Castle's Pawn 2 squares.



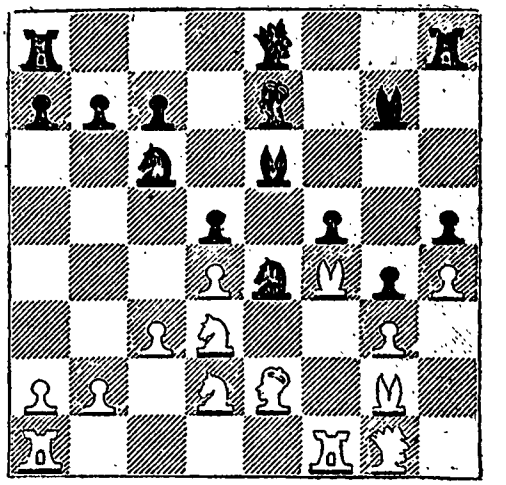
11. *W. K. Knight's Pawn 1 square.*
B. Queen's Pawn 1 square.



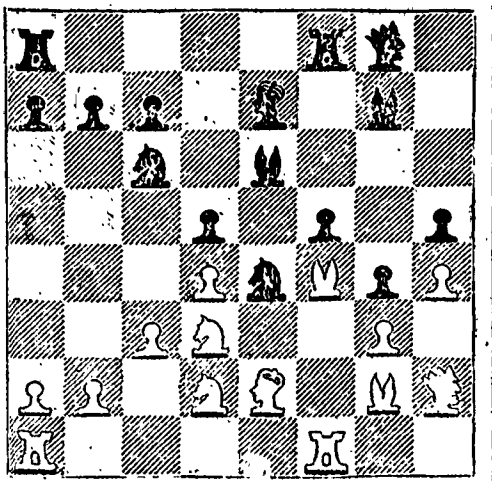
12. *W. K. Bishop to Knight's 2nd.*
B. K. Bishop's Pawn 2 squares.



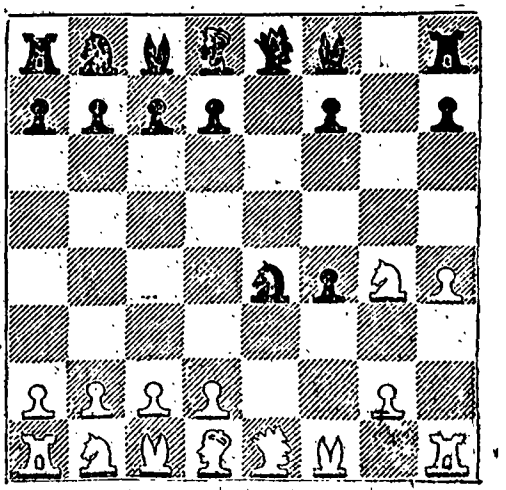
13. *W. Q. Knight to Queen's 2nd.*
B. Q. Bishop to King's 3rd.



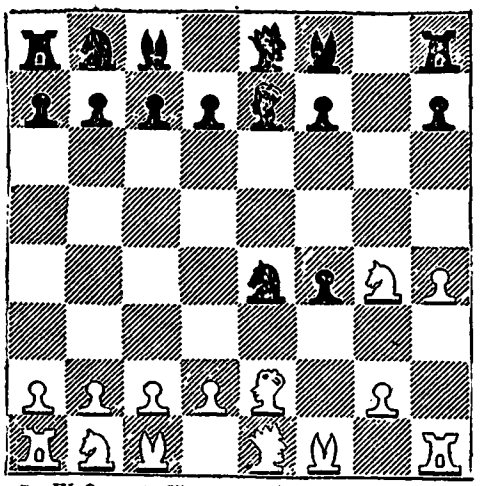
14. *W. King castles on his side.*
B. Q. Knight to Bishop's 3rd.



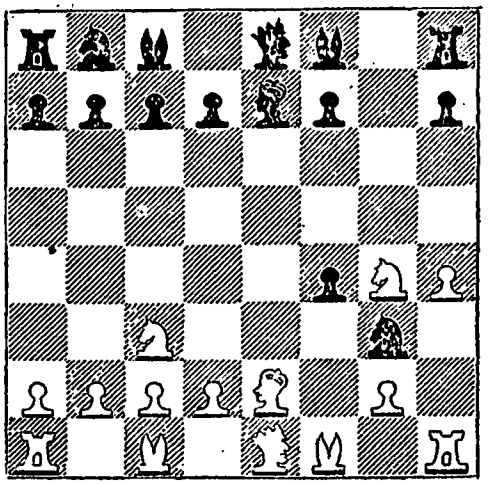
15. *W. King to Castle's 2nd.*
B. King castles.



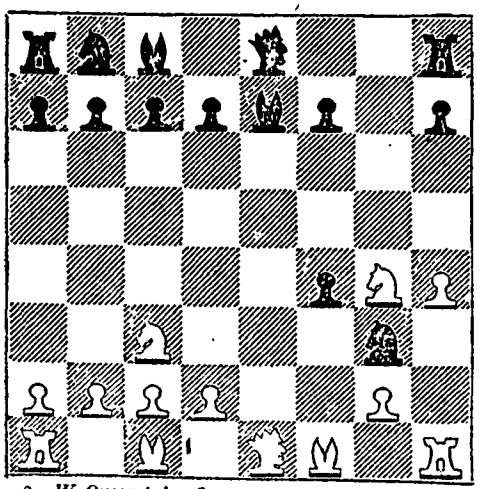
6. *K. Knight takes Knight's Pawn.*
B. Knight takes Pawn.



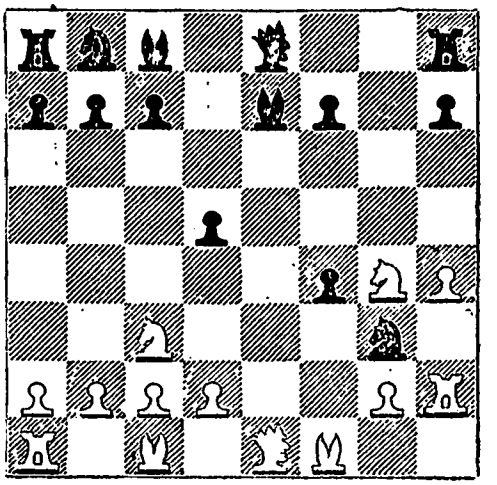
7. *W. Queen to King's 2nd.*
B. the same.



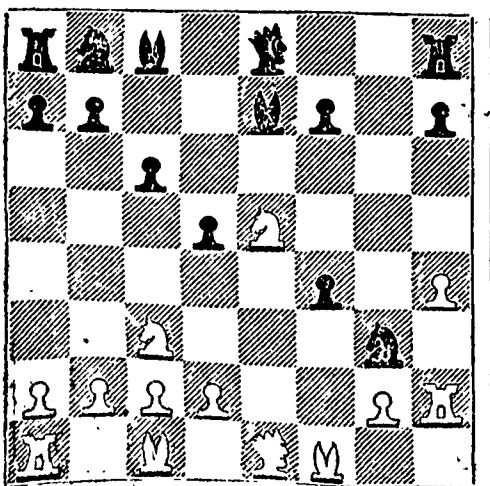
8. *W. Q. Knight to Bishop's 3rd.*
B. K. Knight to adversary's 3rd.



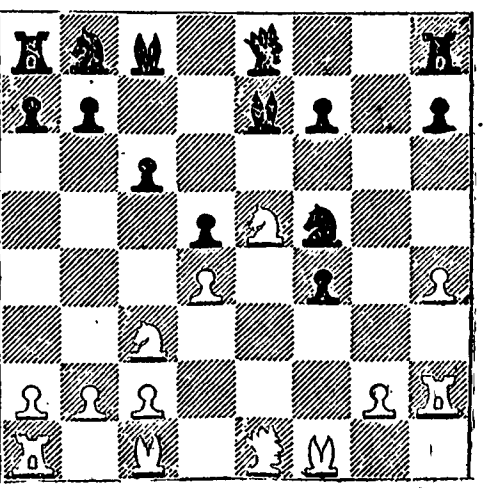
9. *W. Queen takes Queen.*
B. Bishop takes Queen.



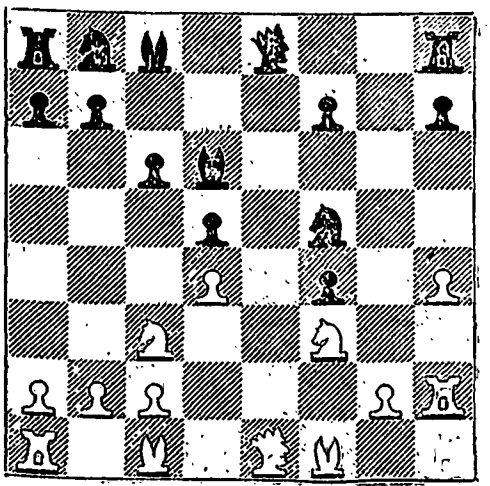
10. *W. K. Castle 1 square.*
B. Queen's Pawn 2 squares.



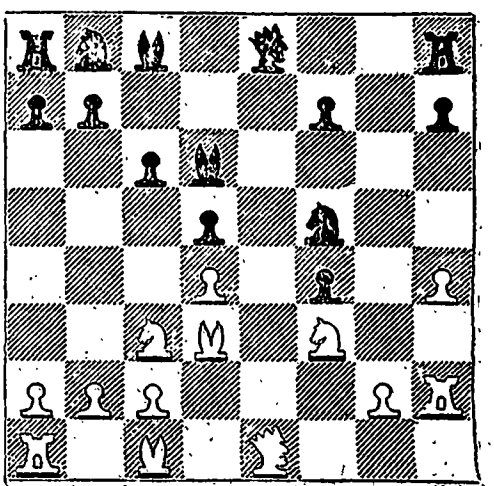
11. *W. K. Knight to King's 5th.*
B. Q. Bishop's Pawn 1 square.



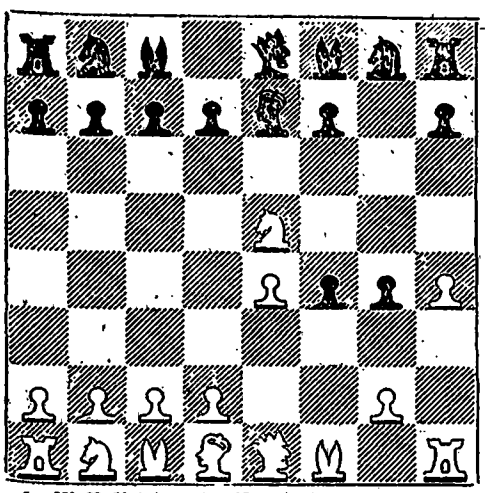
12. *W. Queen's Pawn 2 squares.*
B. K. Knight to Bishop's 4th.



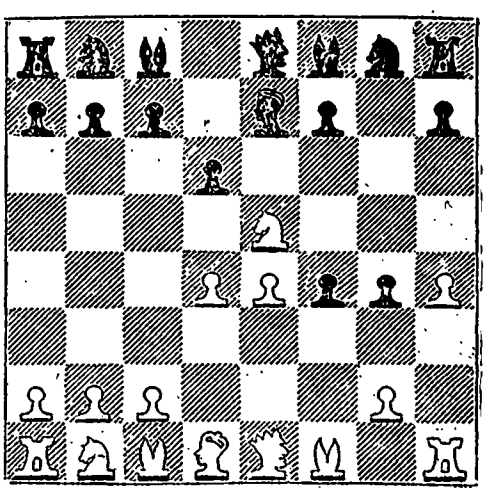
13. *W. K. Knight to Bishop's 2nd.*
B. K. Bishop to Queen's 3rd.



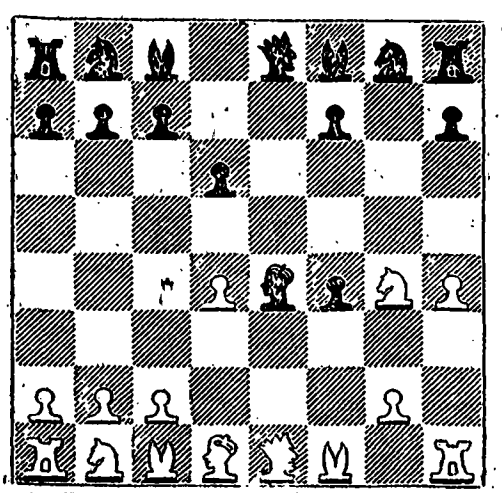
14. *W. K. Bishop to Queen's 3rd.*



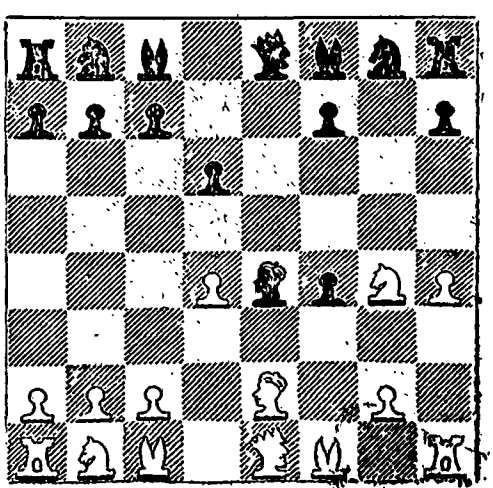
5. *W. K. Knight to his King's 5th.*
B. Queen to King's 2nd.



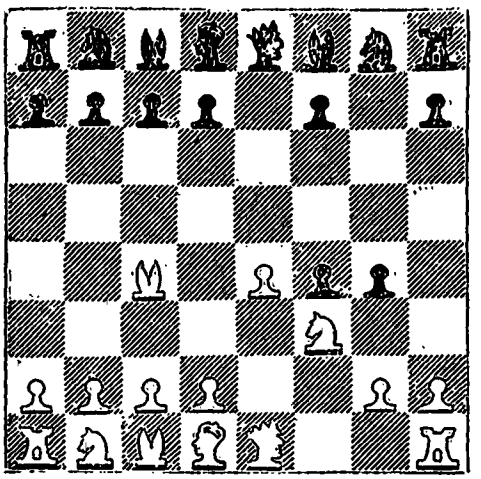
6. *W. Queen's Pawn 2 squares.*
B. Queen's Pawn 1 square.



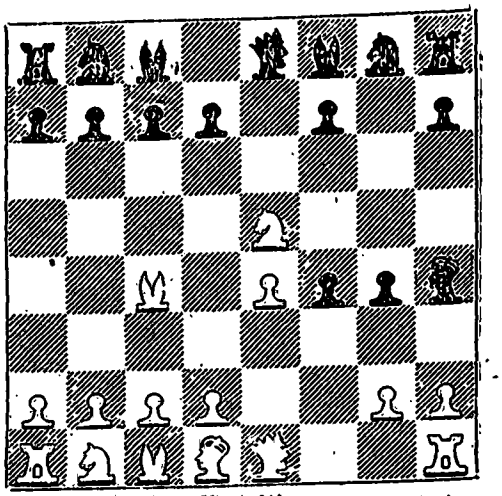
7. *W. K. Knight takes Knight's Pawn.*
B. Queen takes King's Pawn, checking.



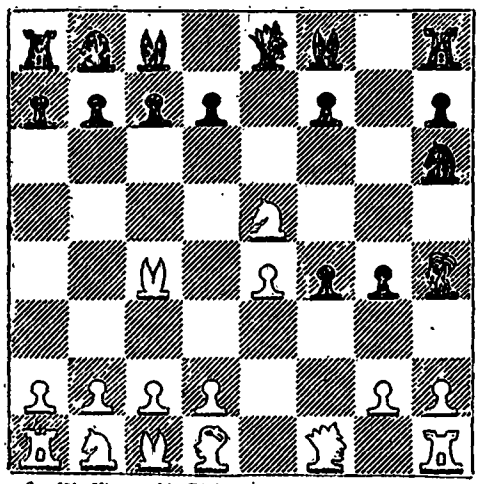
8. *W. Queen interposes.—Then to exchange Queens, and afterwards take Gambit Pawn.*



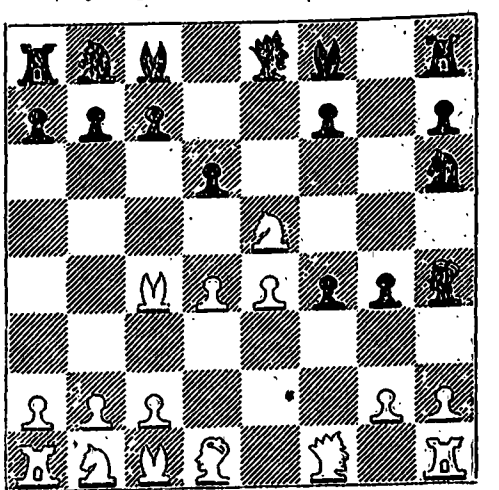
4. *W. K. Bishop to Q. Bishop's 4th.*
B. K. Knight's Pawn 1 square.



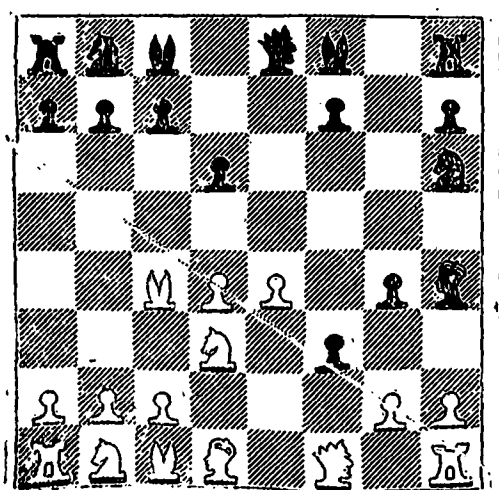
5. *W. K. Knight to King's 5th.*
B. Queen gives check.



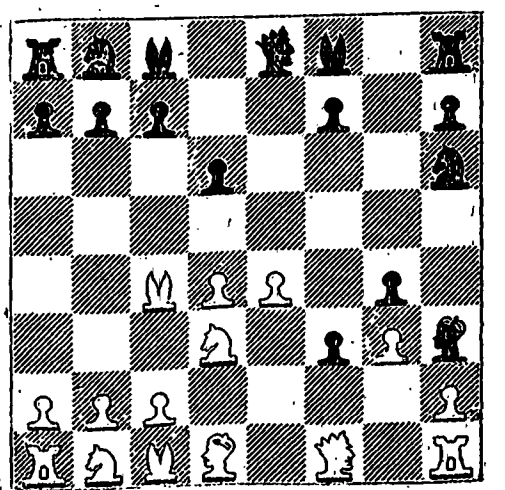
6. *W. King to his Bishop's square.*
B. K. Knight to his Castle's 3rd.



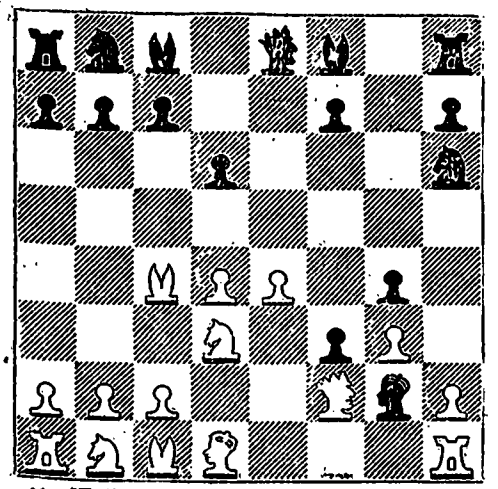
7. *W. Queen's Pawn 2 squares.*
B. Queen's Pawn 1 square.



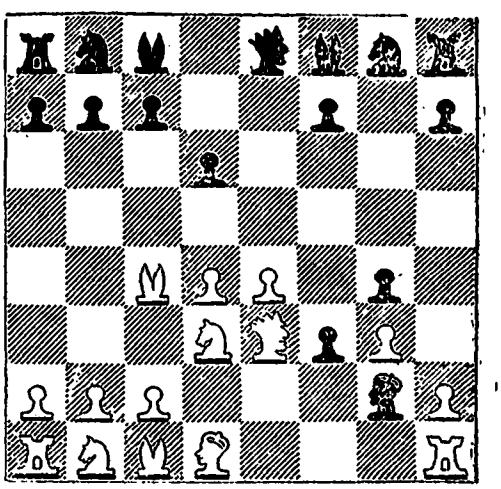
8. *W. K. Knight to Queen's 3rd.*
B. King's Pawn 1 square.



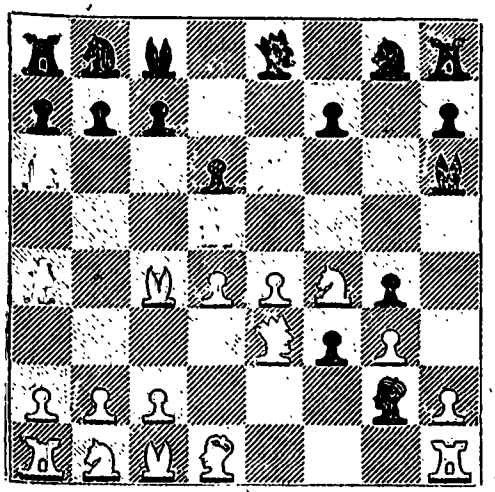
9. *W. K. Knight's Pawn 1 square.*
B. Queen gives check.



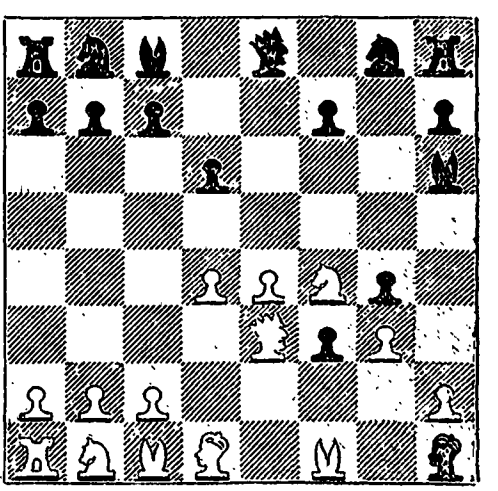
10. *W. King to Bishop's 2nd.*
B. Queen gives check.



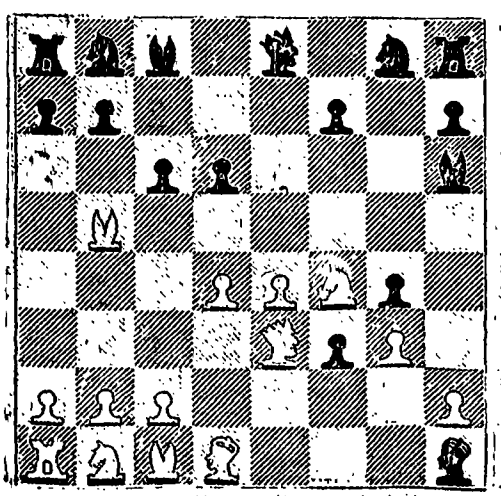
11. *W. King to his 3rd square.*
B. K. Knight to his own place.



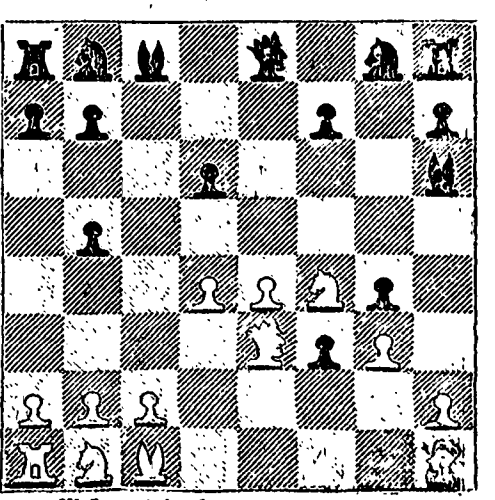
12. *W. K. Knight to K. Bishop's 4th.*
B. K. Bishop to Castle's 3rd.



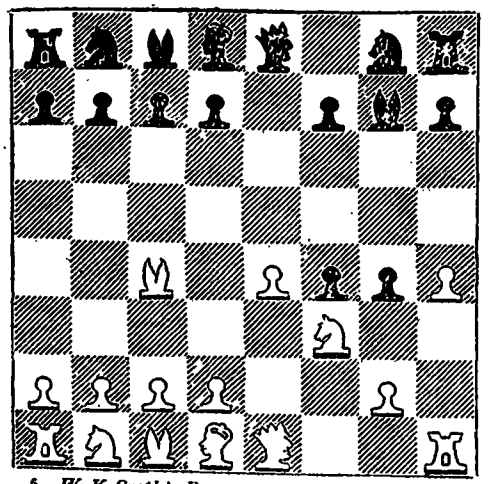
13. *W. K. Bishop to his own square.*
B. Queen takes Castle.



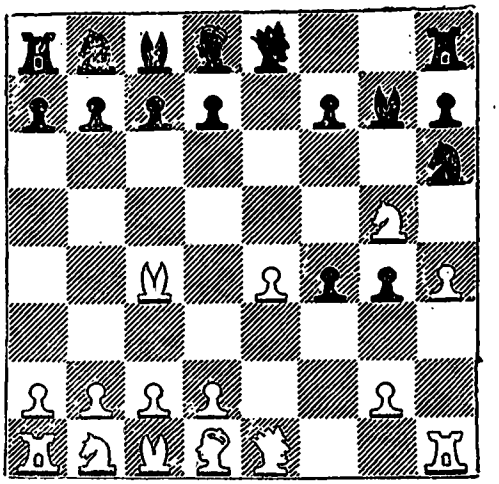
14. *W. K. Bishop gives check.*
B. Q. Bishop's Pawn covers.



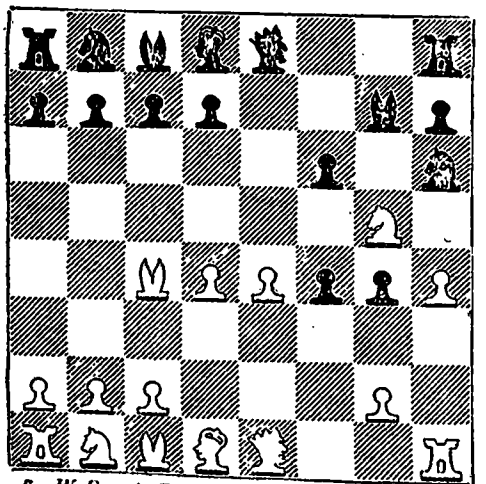
15. *W. Queen takes Queen.*
B. Pawn takes Bishop.



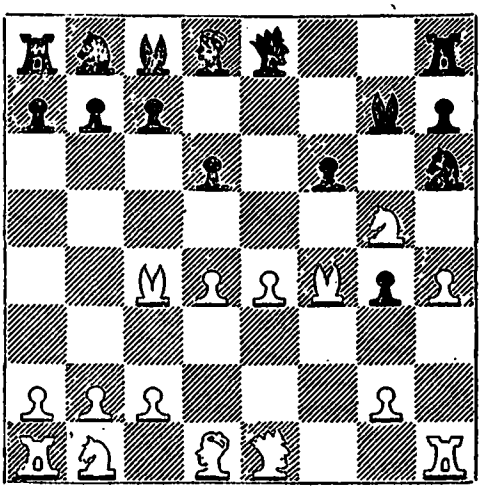
5. *W. K. Castle's Pawn 2 squares.*
B. K. Knight's Pawn 1 square.



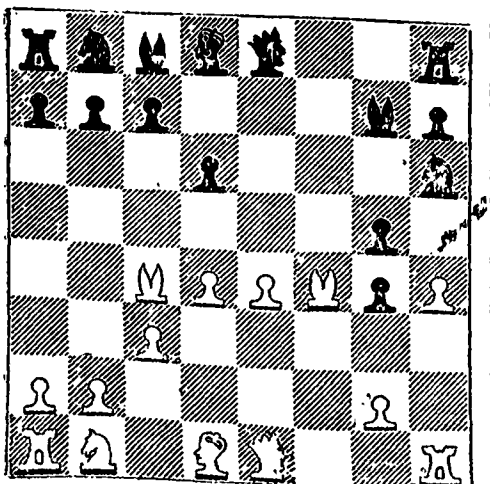
6. *W. K. Knight to his 5th square.*
B. K. Knight to Castle's 3rd.



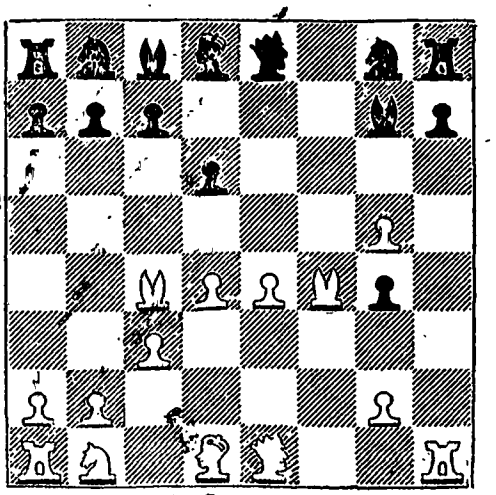
7. *W. Queen's Pawn 2 squares.*
B. K. Bishop's Pawn 1 square.



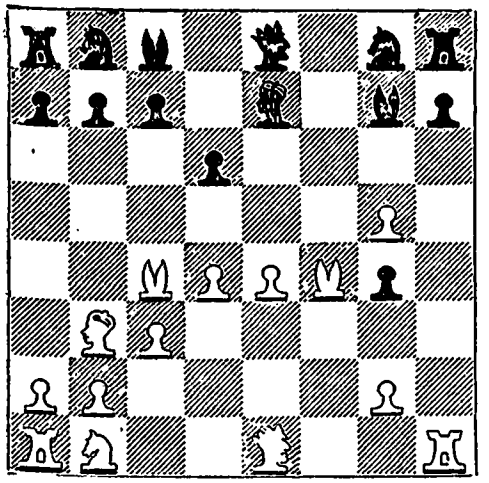
8. *W. Q. Bishop takes Pawn.*
B. Queen's Pawn 1 square.



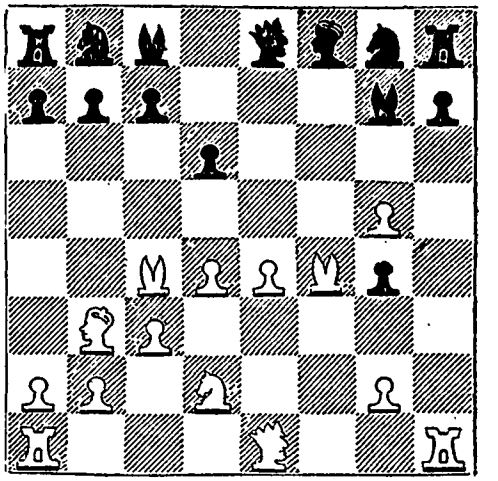
9. *W. Q. Bishop's Pawn 1 square.*
B. Pawn takes Knight.



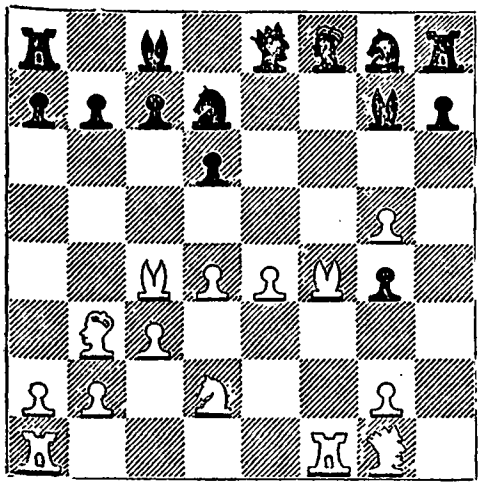
10. *W. Pawn takes Pawn.*
B. K. Knight to his own square.



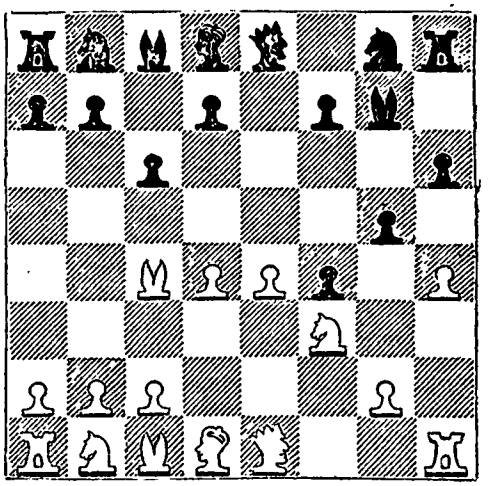
11. *W. Queen to Knight's 3rd.*
B. Queen to King's 2nd.



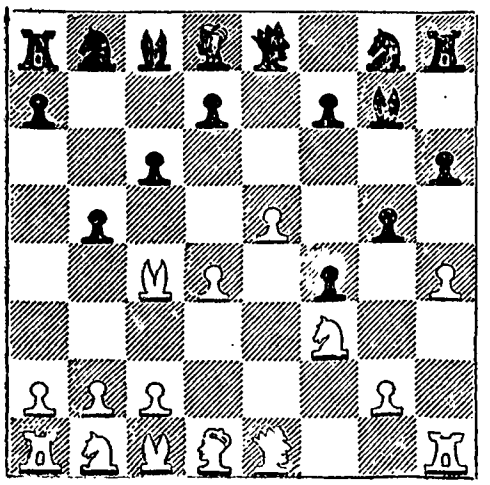
12. *W. Q. Knight to Queen's 2nd.*
B. Queen to K. Bishop's square.



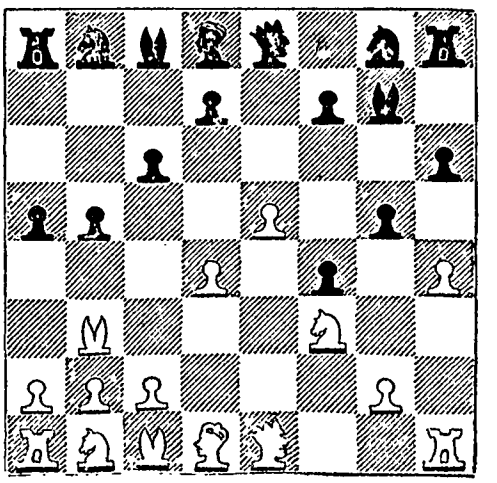
13. *W. King castles on his side.*
B. Queen's Knight to Queen's 2nd. (Lost.)



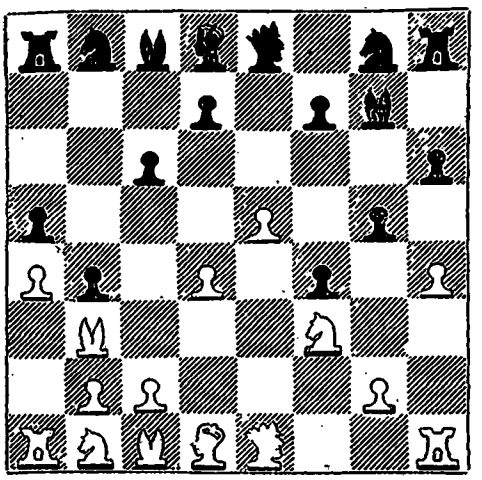
6. *W. Queen's Pawn 2 squares.*
B. Q. Bishop's Pawn 1 square.



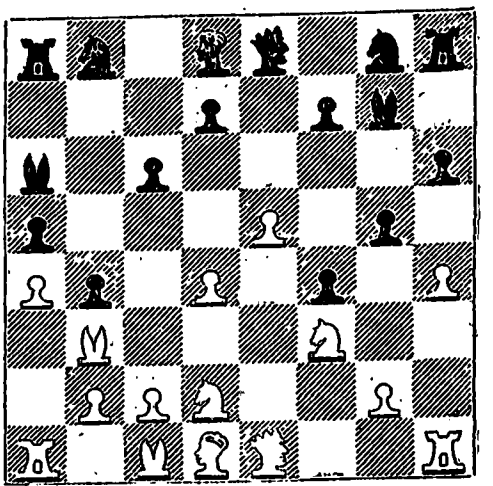
7. *W. King's Pawn 1 square.*
B. Q. Knight's Pawn 2 squares.



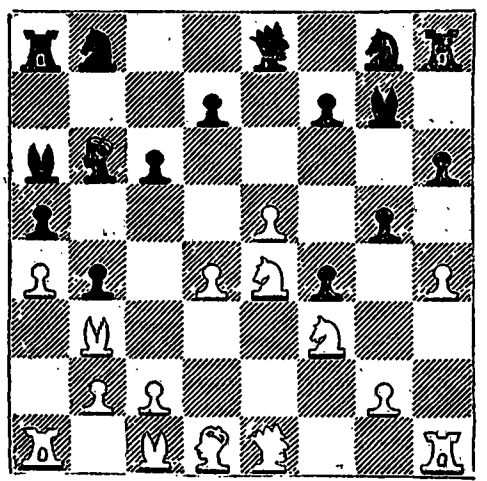
8. *W. Bishop to Q. Knight's 3rd.*
B. Q. Castle's Pawn 2 squares.



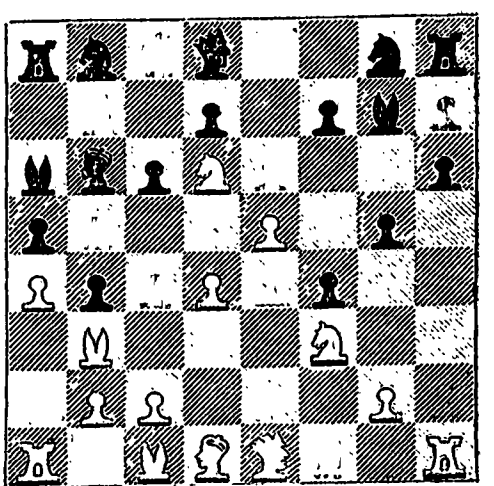
9. *W. Q. Castle's Pawn 2 squares.*
B. Q. Knight's Pawn 1 sqaare.



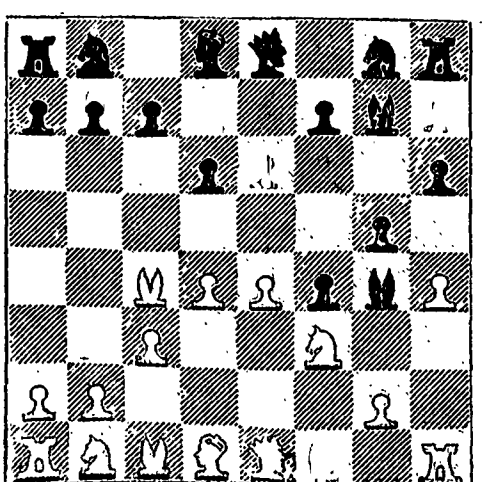
10. *W. Q. Knight to Queen's 2nd.*
B. Q. Bishop to Castle's 3rd.



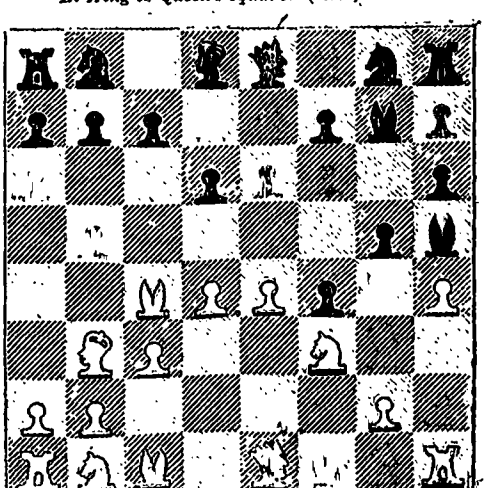
11. *W. Q. Knight to King's 4th.*
B. Queen to Knight's 3rd.



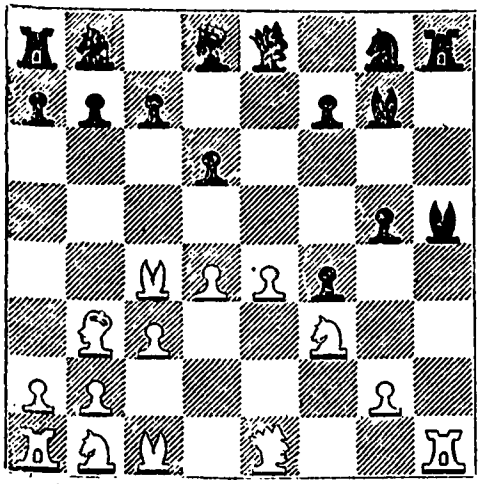
12. *W. Knight gives check at B. Queen's 3rd.*
B. King to Queen's square. (Lost.)



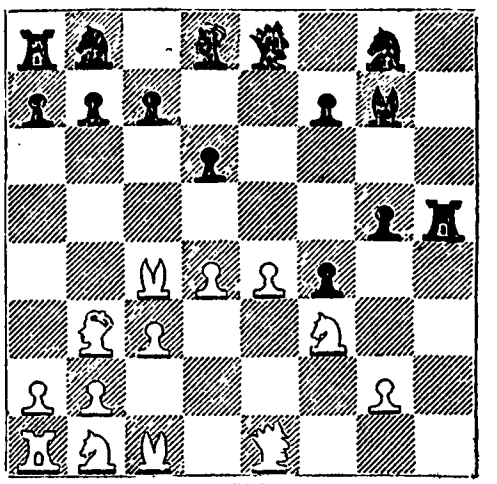
7. *W. Q. Bishop's Pawn 1 square.*
B. Q. Bishop to K. Knight's 4th.



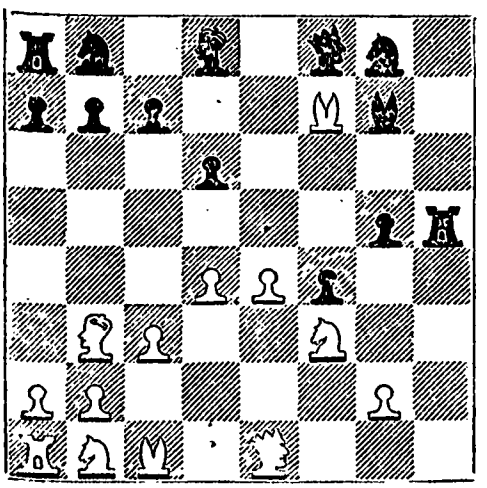
8. *W. Queen to Knight's 3rd.*
B. Q. Bishop to K. Castle's 4th.



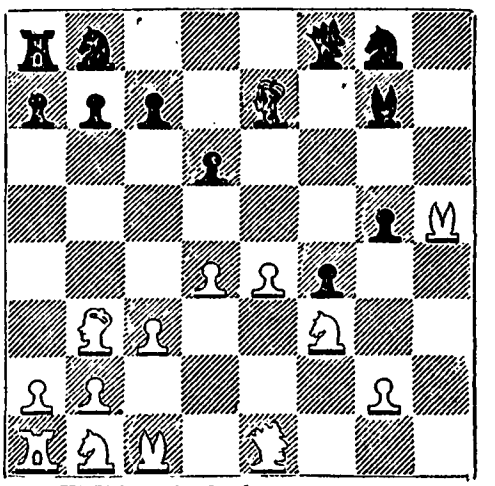
9. *W. K. Castle's Pawn takes Pawn.*
B. Castle's Pawn retakes.



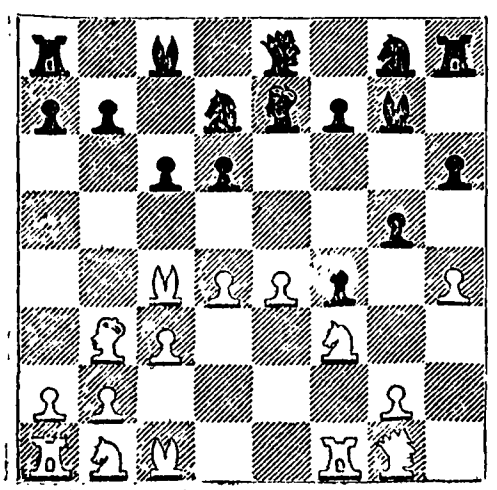
10. *W. K. Castle takes Bishop.*
B. Castle takes Castle.



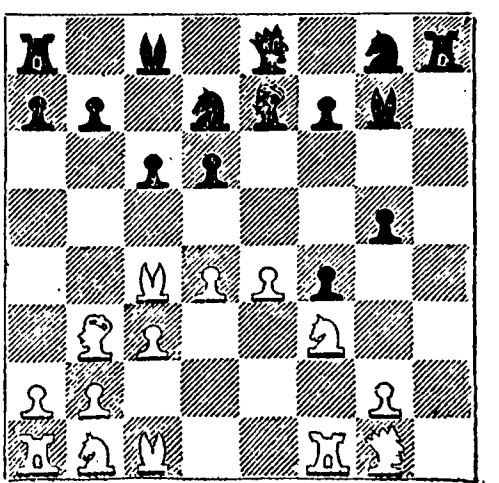
11. *W. K. Bishop takes Pawn, and gives check.*
B. King to Bishop's square.



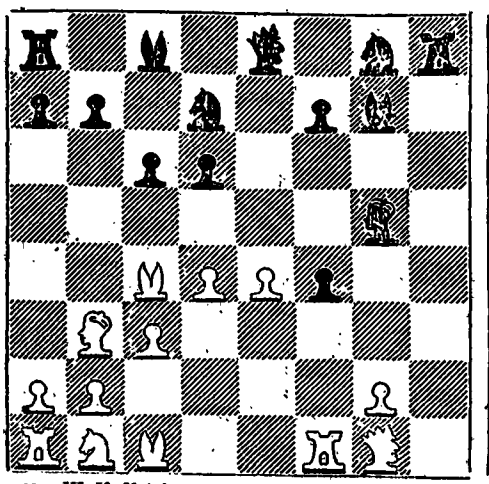
12. *W. Bishop takes Castle.*
B. Queen to King's 2nd. (Lost.)



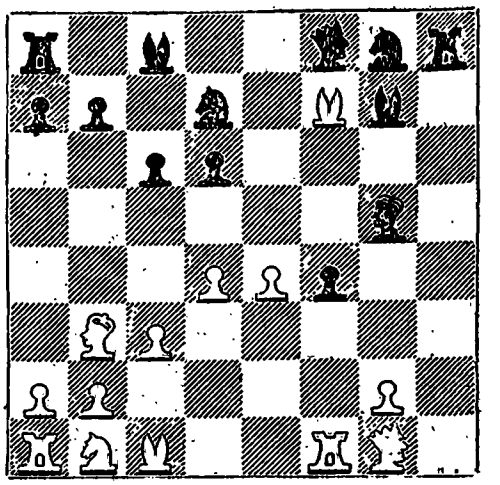
9. *W. King castles.*
B. Q. Knight to Queen's 2nd.



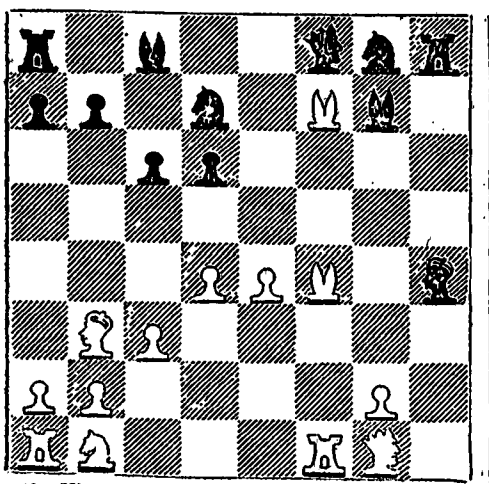
10. *W. K. Castle's Pawn takes Pawn.*
B. Pawn reprises.



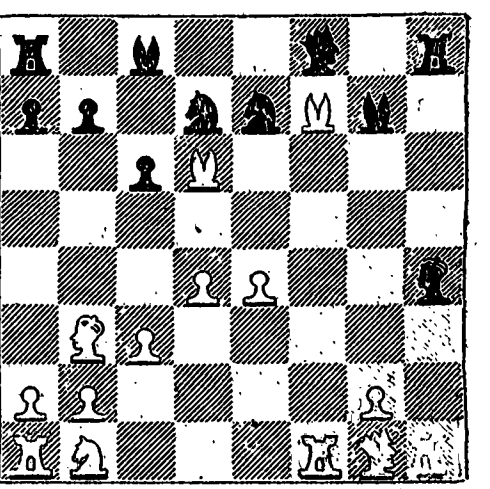
11. *W. K. Knight takes Pawn.*
B. Queen takes Knight.



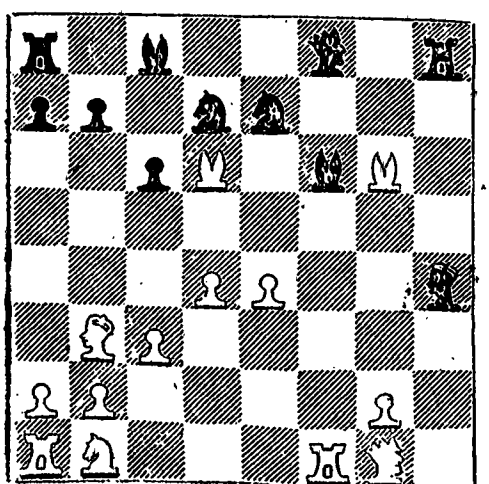
12. *W. K. Bishop takes Pawn, and gives check.*
B. King to Bishop's square.



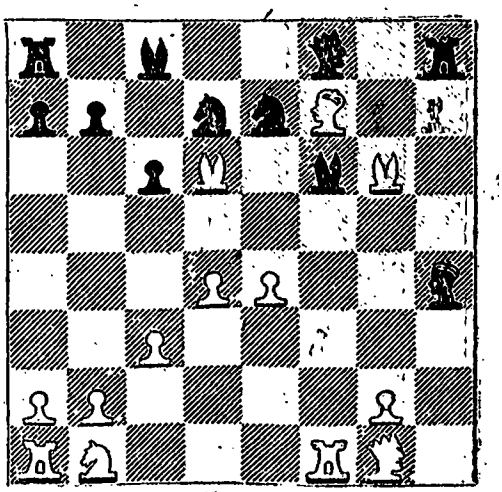
13. *W. Q. Bishop takes Pawn.*
B. Queen to K. Castle's 5th.



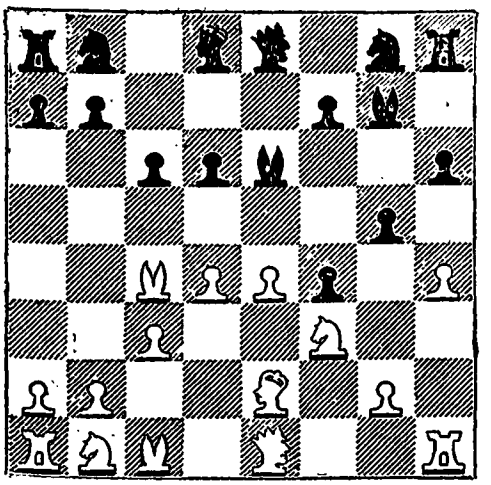
14. *W. Q. Bishop takes Pawn, and gives check.*
B. K. Knight covers the check.



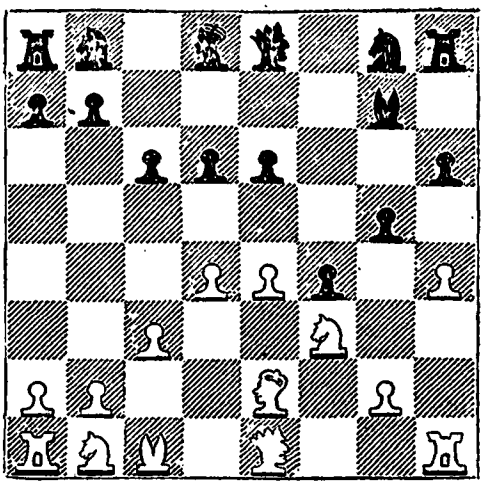
15. *W. K. Bishop to B. K. Knight's 3rd.*
B. Bishop hides the check.



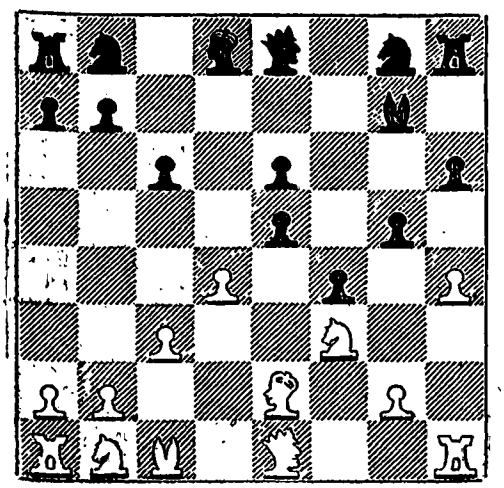
16. *W. Queen gives Check-mate.*



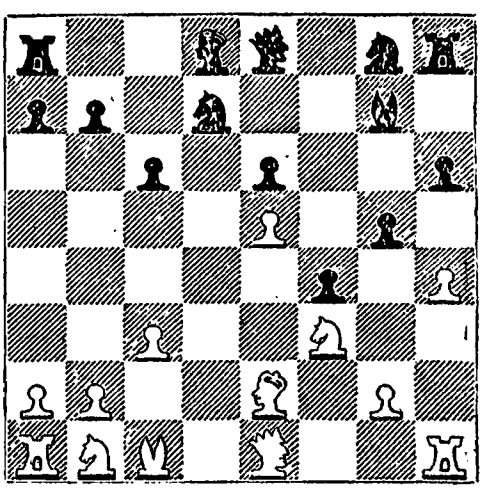
8. *W. Queen to King's 2nd.*
B. Q. Bishop to King's 3rd.



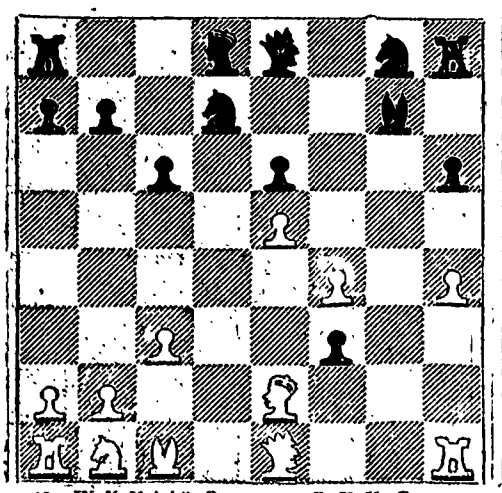
9. *W. Bishop takes Bishop.*
B. Pawn takes Bishop.



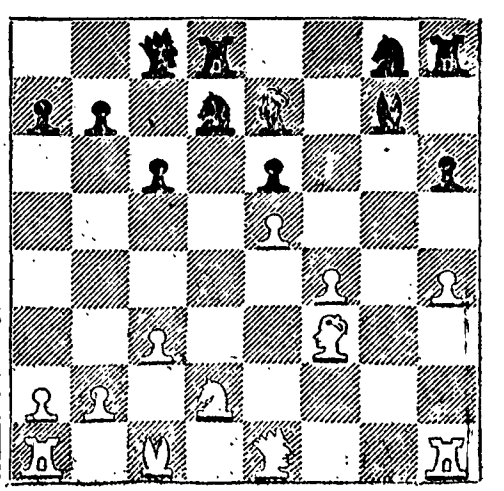
10. *W. King's Pawn 1 square.*
B. Pawn takes Pawn.



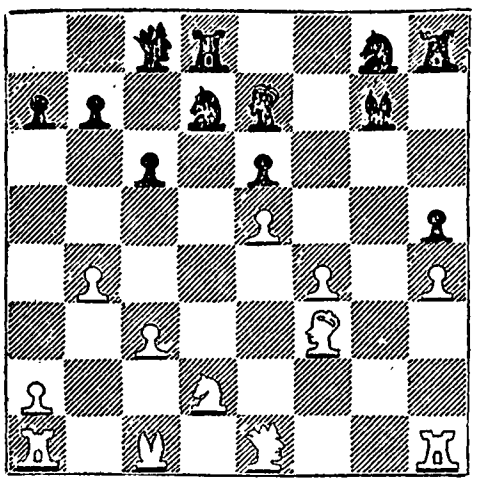
11. *W. Pawn takes Pawn.*
B. Q. Knight to Queen's 2nd.



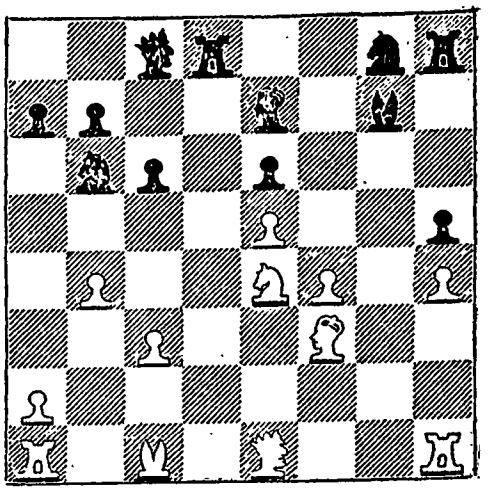
12. *W. K. Knight's Pawn 1 sq.* *B. K. Kt. Pawn 1 sq.*
13. *W. Knight's Pawn takes Pawn.* *B. Pawn takes Knight.*



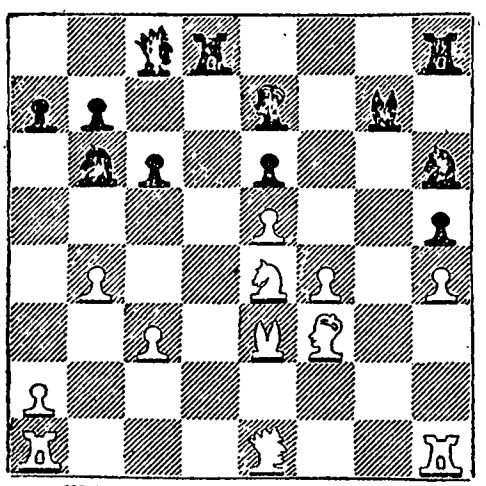
14. *W. Queen takes Pawn.* *B. Queen to King's 2nd.*
15. *W. Q. Knight to Queen's 2nd.* *B. King castles.*



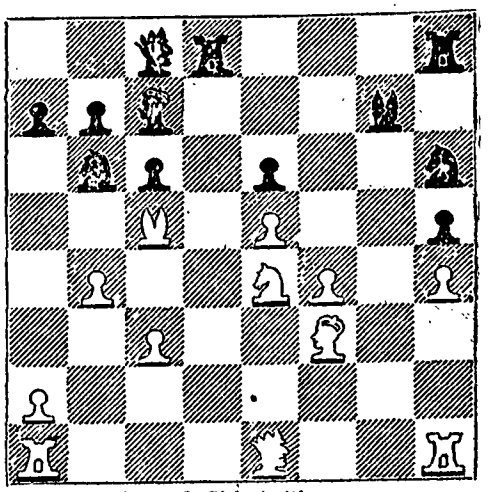
16. *W. Q. Knight's Pawn 2 squares.*
B. K. Castle's Pawn 1 square.



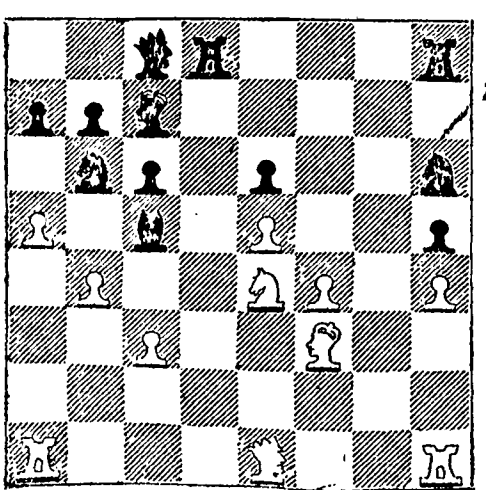
17. *W. Q. Knight to King's 4th.*
B. Q. Knight to his 3rd.



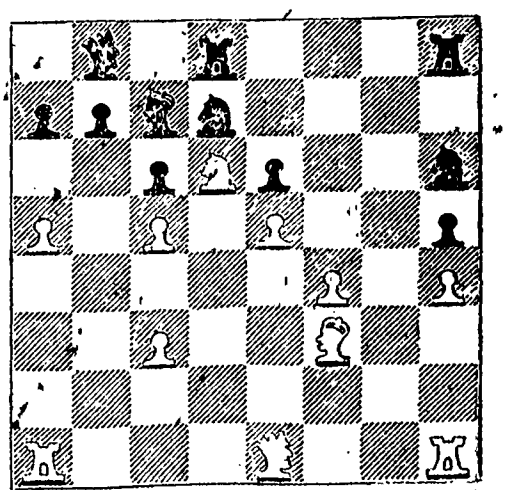
18. *W. Bishop to King's 3rd.*
B. K. Knight to Castle's 3rd.



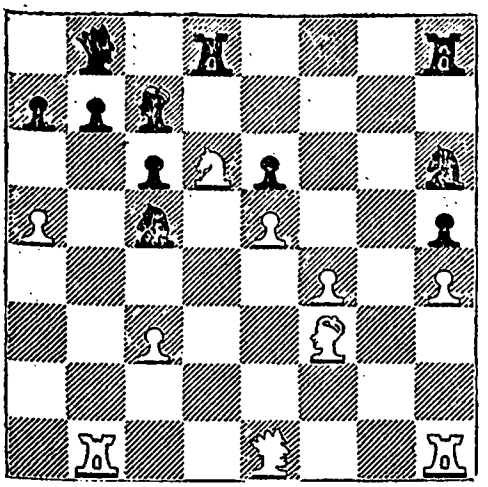
19. *W. Bishop to Q. Bishop's 5th.*
B. Queen to Q. Bishop's 2nd.



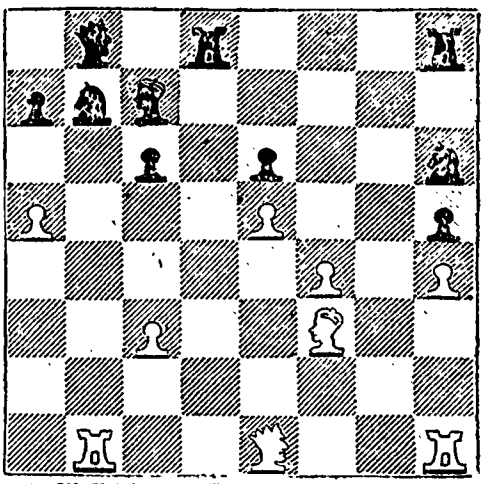
20. *W. Q. Castle's Pawn 2 sq.* *B. Bishop to his sq.*
21. *W. Q. Castle's Pawn 1 sq.* *B. Bishop takes Kt.*



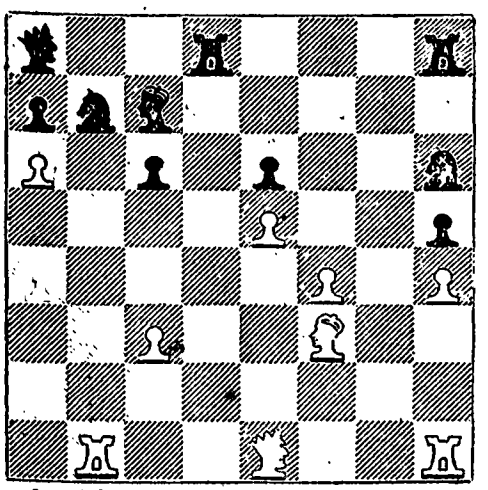
22. *W. Pawn takes Bishop.* *B. Q. Kt. to Queen's 2nd*
23. *W. Knight gives check.* *B. King retires.*



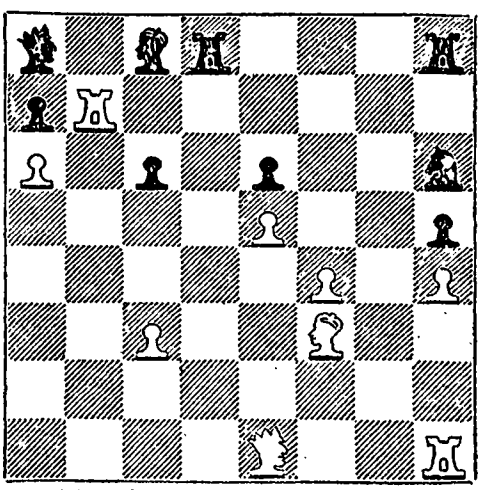
24. *W. Q. Castle to Knight's square.*
B. Q. Knight takes doubled Pawn.



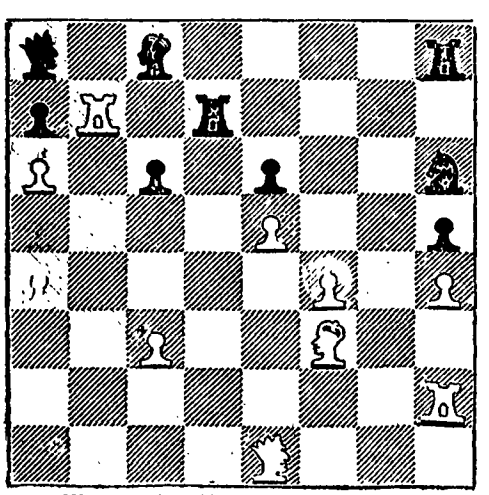
25. *W. Knight takes Pawn.*
B. Knight takes Knight.



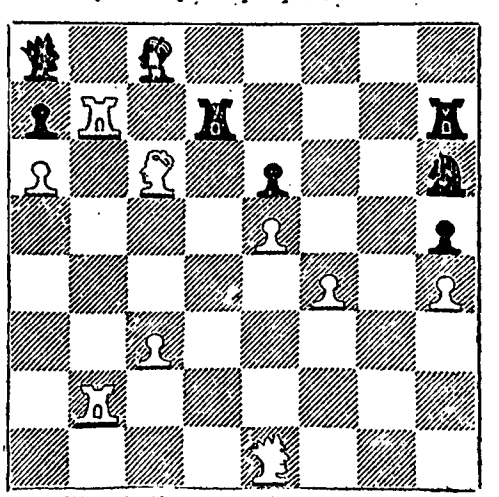
26. *W. Q. Castle's Pawn 1 square.*
B. King to Q. Castle's square.



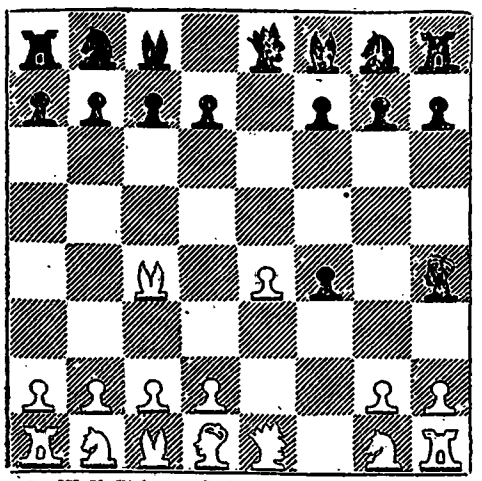
27. *W. Castle takes Knight.*
B. Queen to Q. Bishop's square.



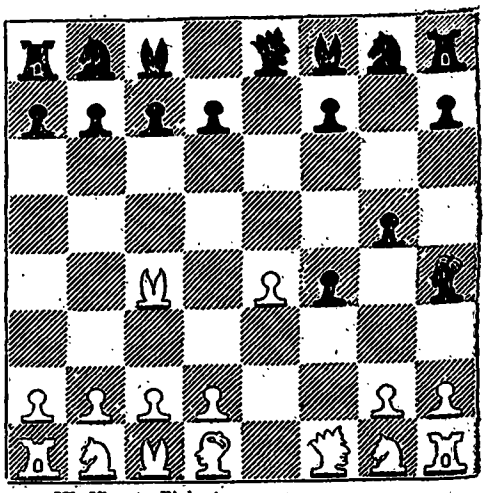
28. *W. K. Castle to his 2nd square.*
B. Q. Castle to Queen's 2nd.



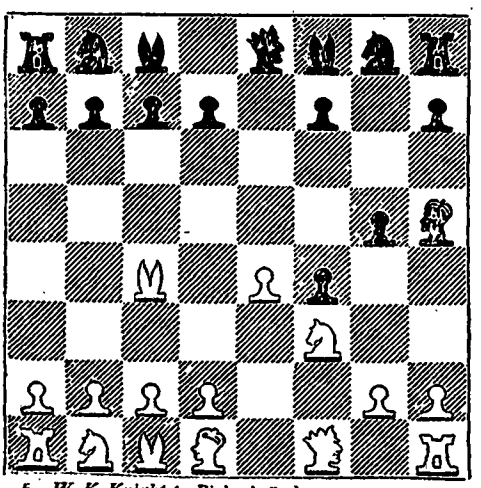
29. *W. K. Castle to Q. Knight's 2nd.*
B. K. Castle to his 2nd square.
30. *W. Queen takes Q. Bishop's Pawn, and wins.*



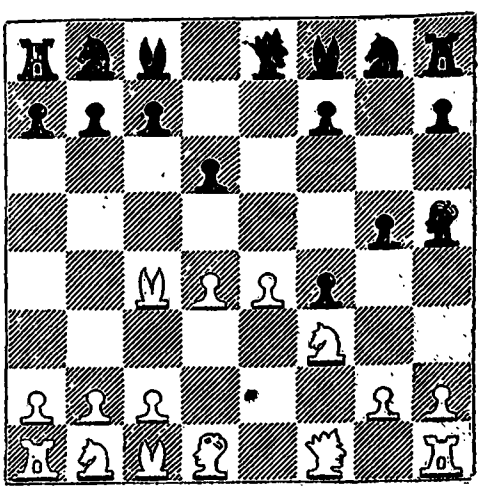
3. *W. K. Bishop to Q. Bishop's 4th.*
B. Queen gives check.



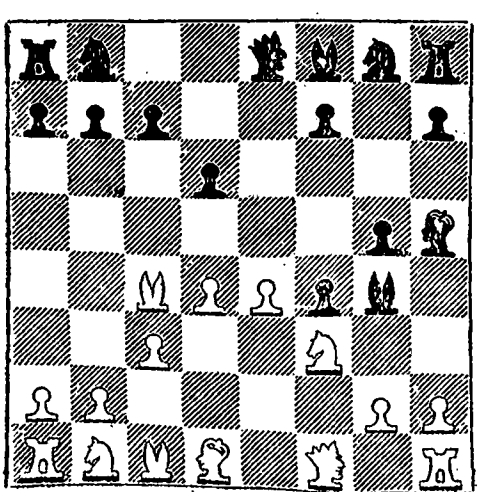
4. *W. King to Bishop's square.*
B. K. Knight's Pawn 2 squares.



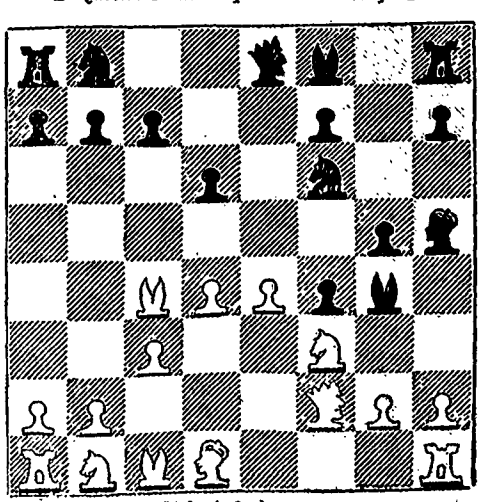
5. *W. K. Knight to Bishop's 3rd.*
B. Queen to K. Castle's 4th.



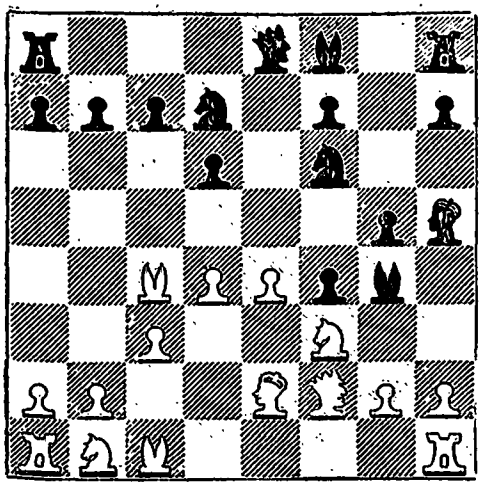
6. *W. Queen's Pawn 2 squares.*
B. Queen's Pawn 1 square.



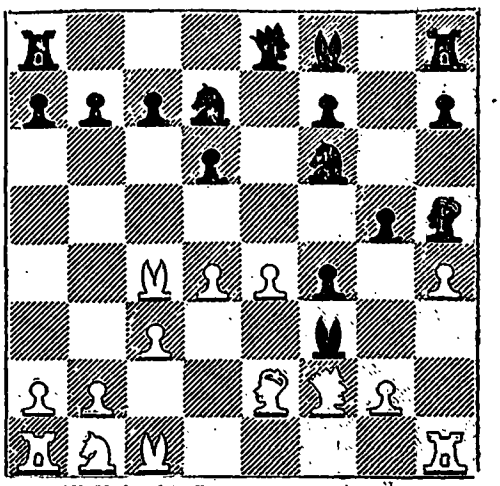
7. *W. Q. Bishop's Pawn 1 square.*
B. Q. Bishop to K. Knight's 5th.



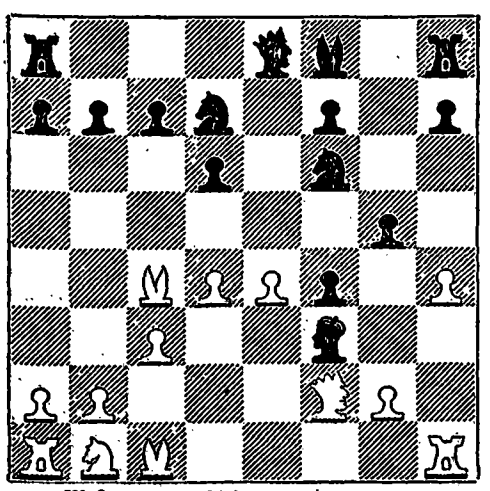
8. *W. King to Bishop's 2nd.*
B. K. Knight to Bishop's 3rd.



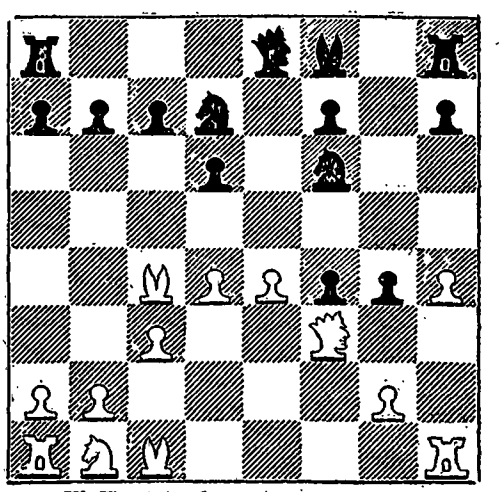
9. *W. Queen to King's 2nd.*
B. Q. Knight to Queen's 2nd.



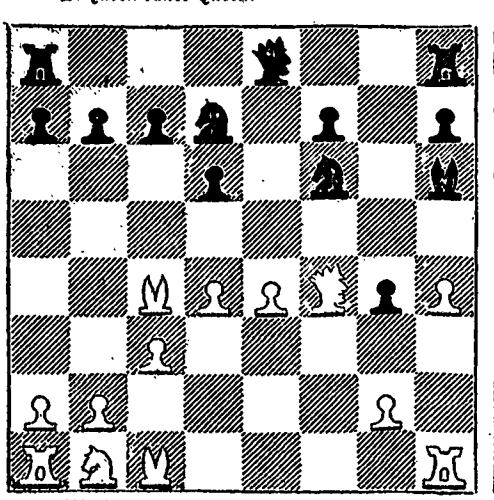
10. *W. K. Castle's Pawn 2 squares.*
B. Bishop takes Knight.



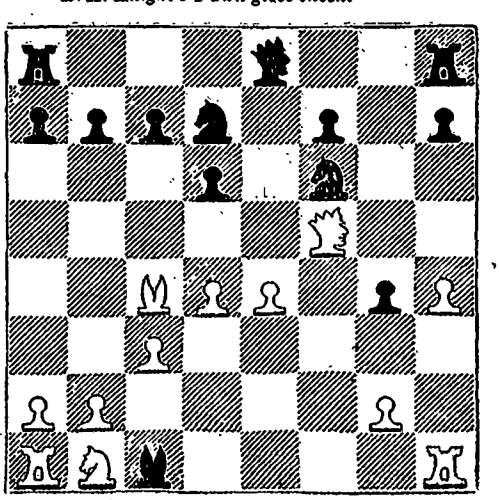
11. *W. Queen takes Bishop.*
B. Queen takes Queen.



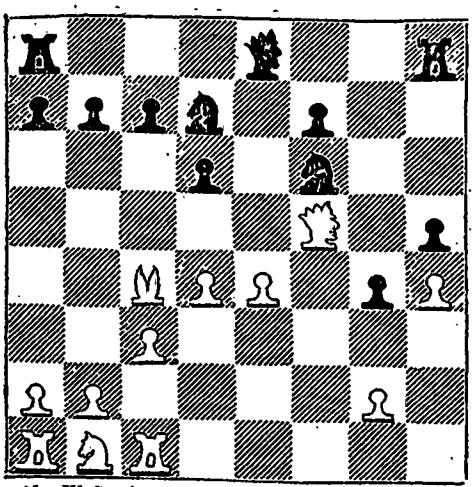
12. *W. King takes Queen.*
B. K. Knight's Pawn gives check.



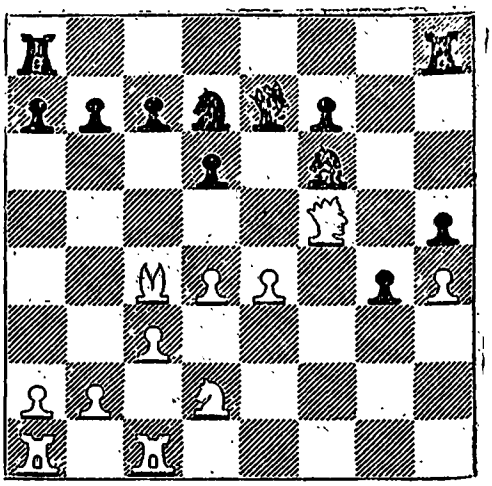
13. *W. King takes B. King's Pawn.*
B. K. Bishop gives check at Castle's 3rd.



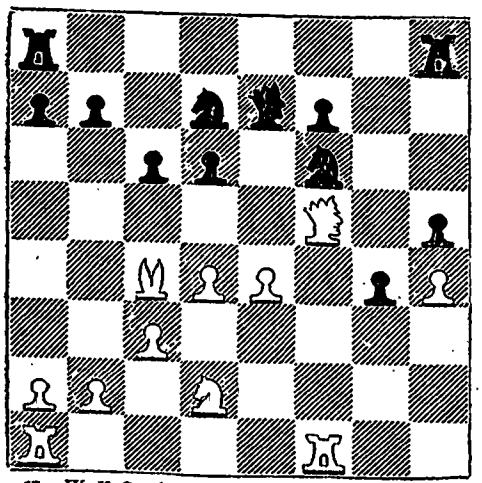
14. *W. King to his Bishop's 5th.*
B. Bishop takes Bishop.



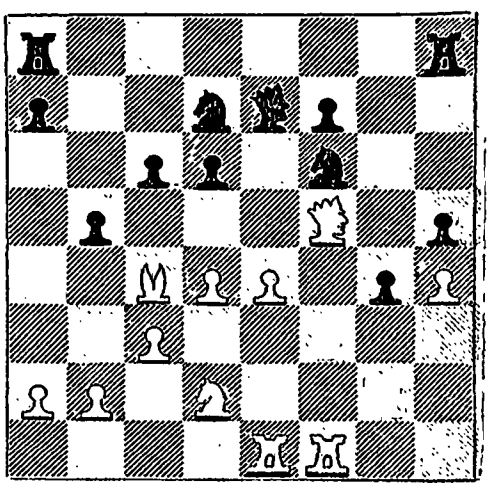
15. *W. Castle takes Bishop.*
B. K. Castle's Pawn 2 squares.



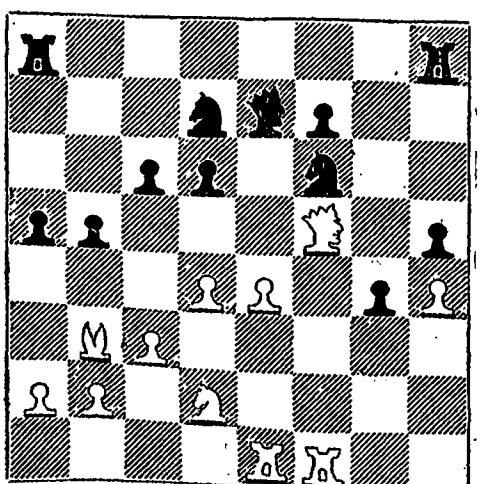
16. *W. Knight to Queen's 2nd.*
B. King to his 2nd.



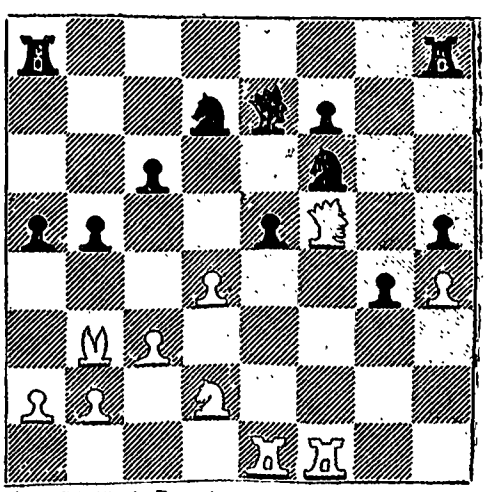
17. *W. K. Castle to K. Bishop's square.*
B. Q. Bishop's Pawn 1 square.



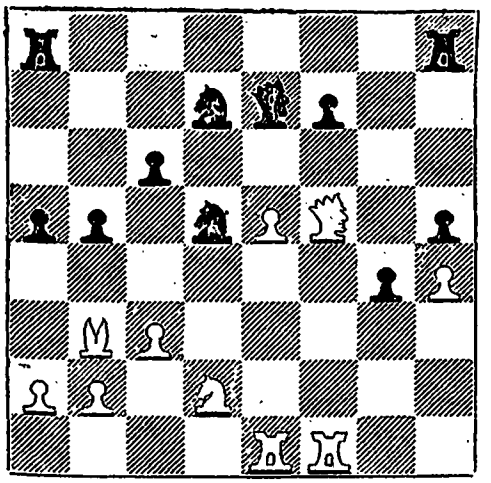
18. *W. Q. Castle to King's square.*
B. Q. Knight's Pawn 2 squares.



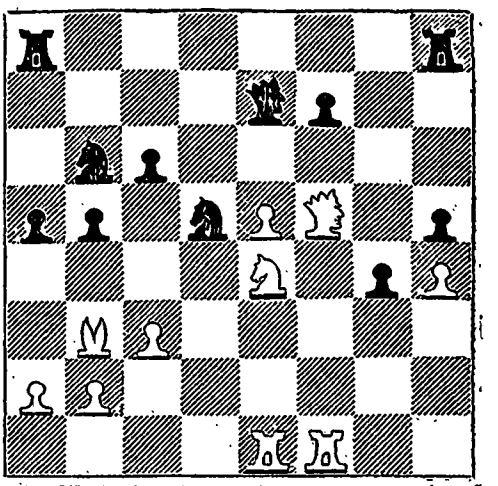
19. *W. Bishop to Q. Knight's 3rd.*
B. Q. Castle's Pawn 2 squares.



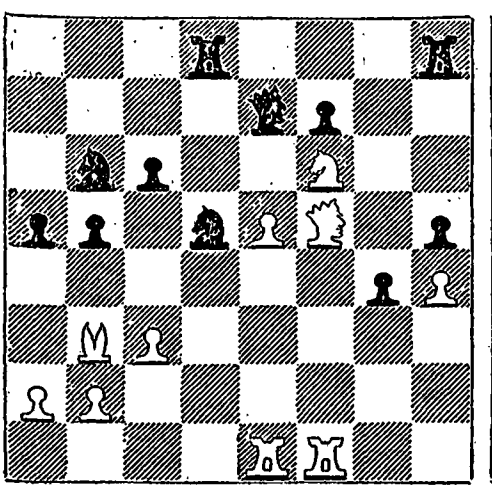
20. *W. King's Pawn 1 square.*
B. Pawn takes Pawn.



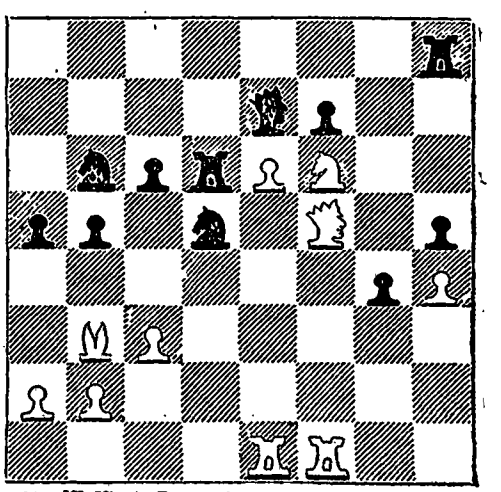
21. *W. Pawn retakes Pawn.*
B. K. Knight to Queen's 4th.



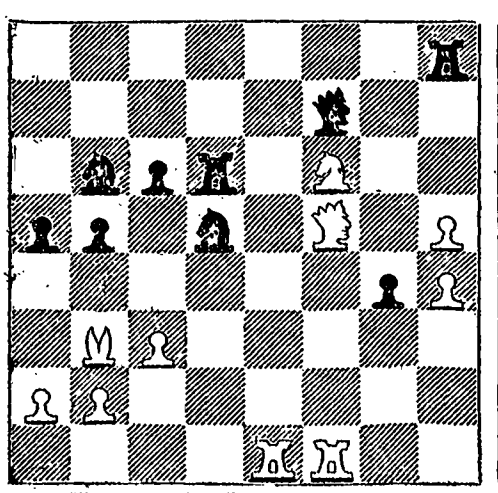
22. *W. Knight to King's 4th.*
B. Q. Knight to his 3rd.



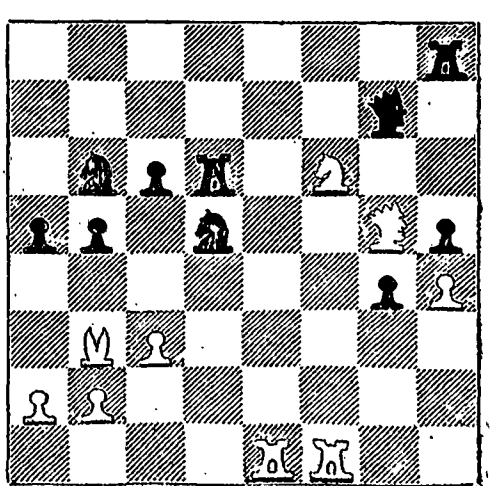
23. *W. Knight to black K. Bishop's 3rd.*
B. Q. Castle to Queen's square.



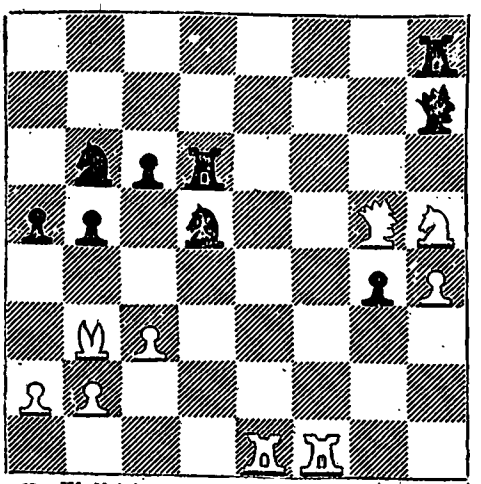
24. *W. King's Pawn advances.*
B. Q. Castle to Queen's 3rd.



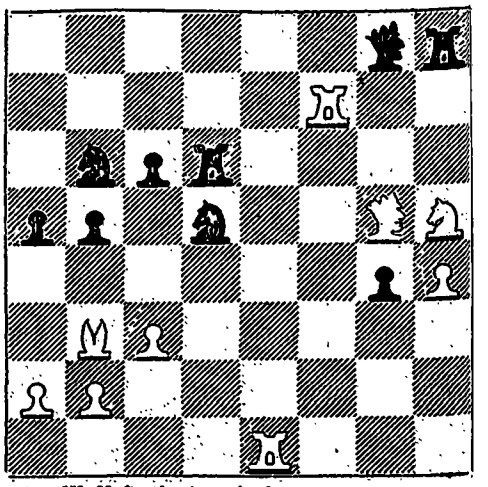
25. *W. Pawn takes Pawn.*
B. King takes Pawn.



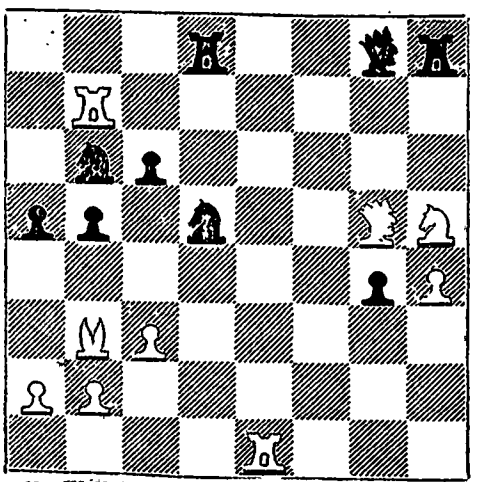
26. *W. King to his Knight's 5th.*
B. King to his Knight's 2nd square.



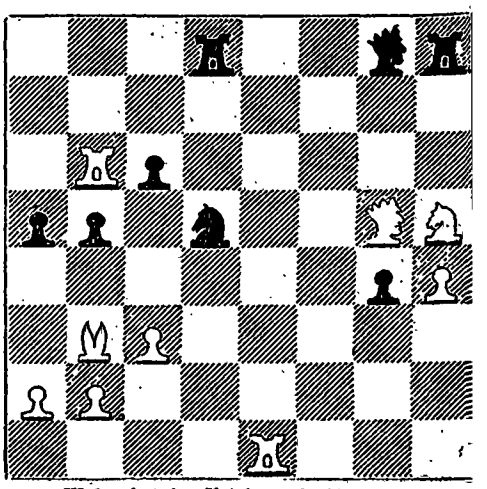
27. *W. Knight takes K. Castle's Pawn, and checks.*
B. King to Castle's 2nd.



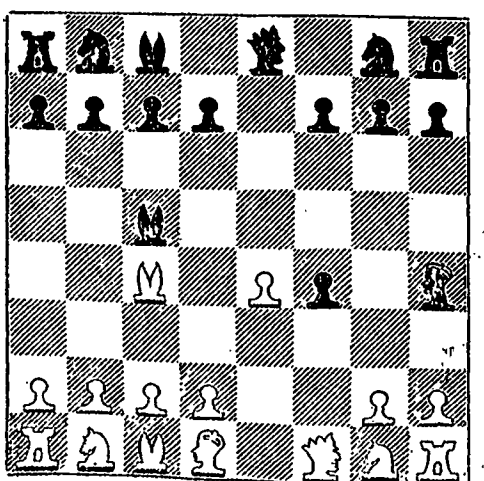
28. *W. K. Castle gives check.*
B. King to his Knight's square.



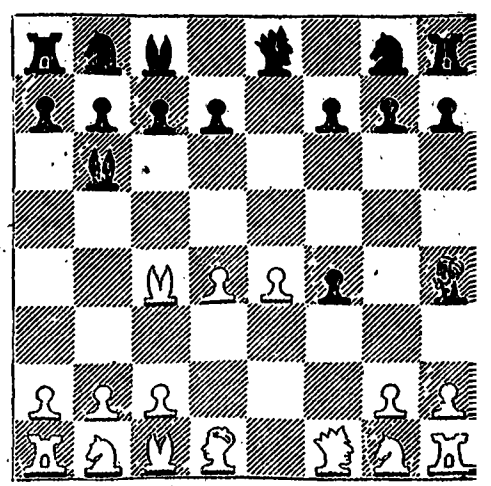
29. *W. K. Castle to black Q. Knight's 2nd.*
B. Q. Castle to Queen's square.



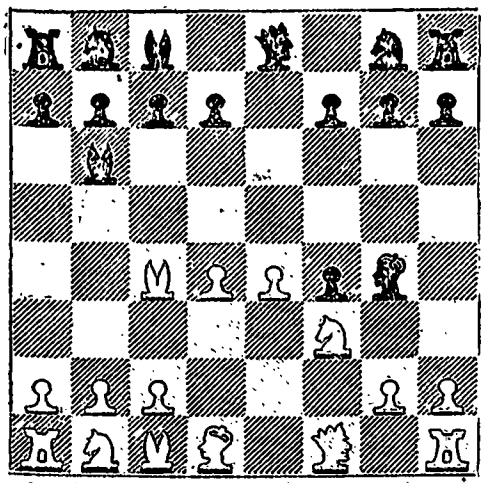
30. *W. Castle takes Knight, and white wins.*



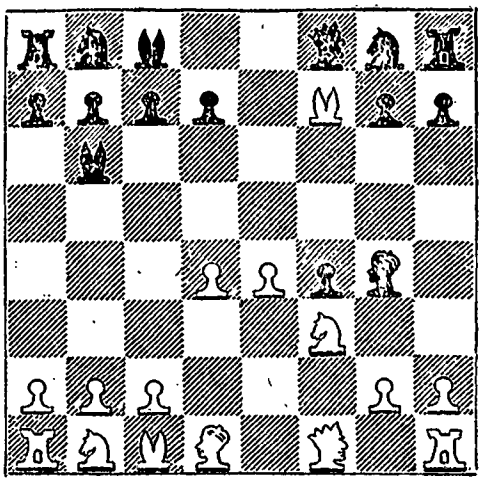
4. *W. King to his Bishop's square.*
B. K. Bishop to Q. Bishop's 4th.



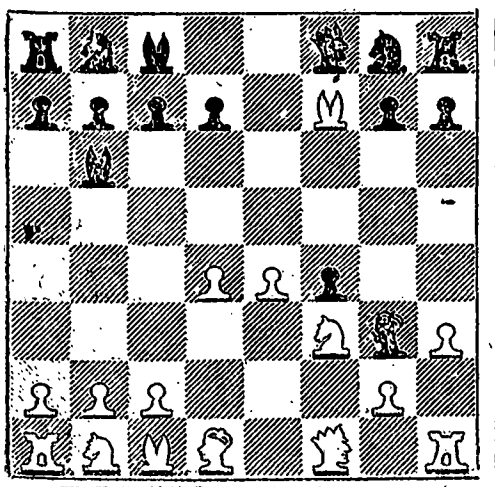
5. *W. Queen's Pawn 2 squares.*
B. K. Bishop at Q. Knight's 3rd.



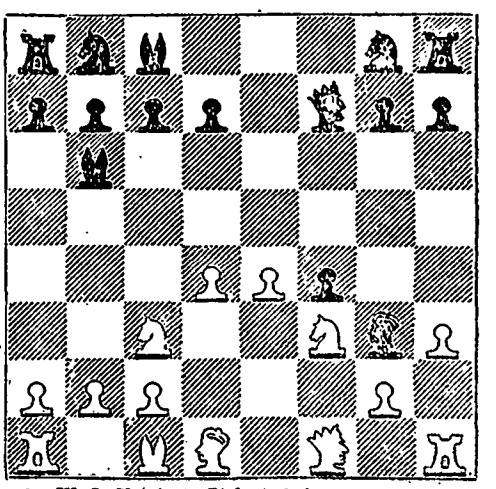
6. *W. K. Knight to Bishop's 3rd.*
B. Queen to K. Knight's 5th.



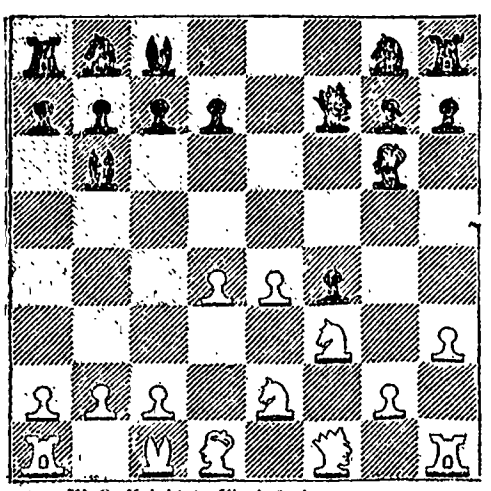
7. *W. K. Bishop takes Pawn and gives Check.*
B. King to Bishop's square.



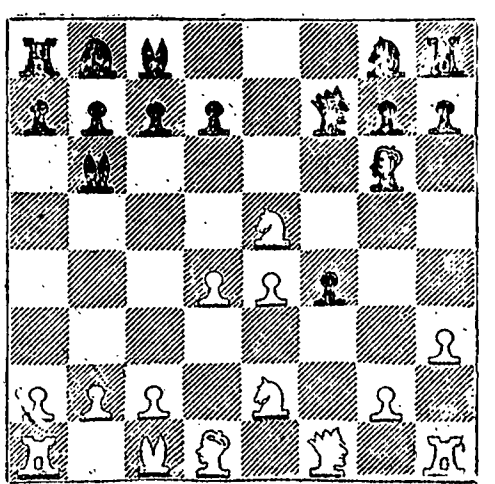
8. *W. K. Castle's Pawn 1 square.*
B. Queen to White K. Knight's 3rd.



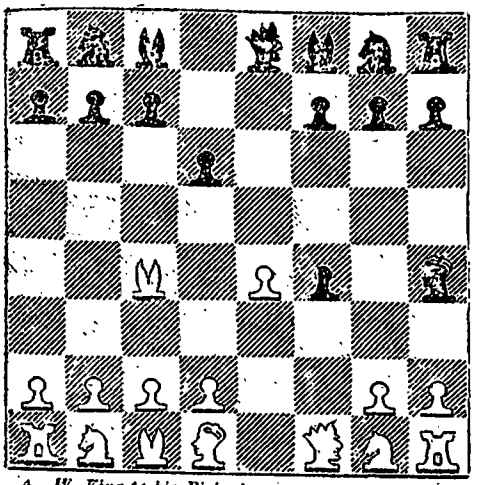
9. *W. Q. Knight to Bishop's 3rd.*
B. King takes Bishop.



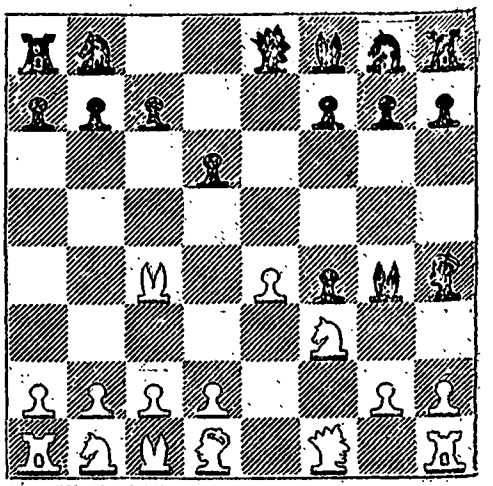
10. *W. Q. Knight to King's 2nd.*
B. Queen to K. Knight's 3rd.



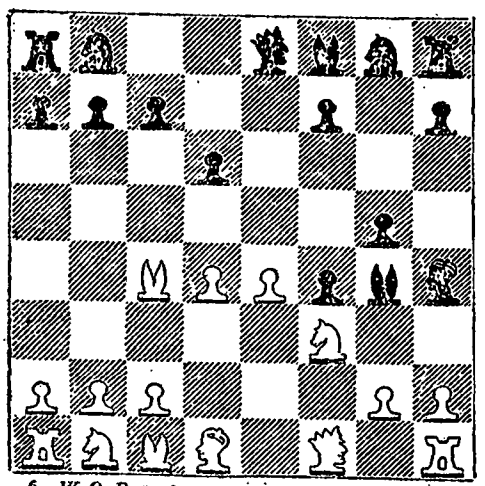
11. *W. K. Knight gives Check to King and Queen, and the white must win in course.*



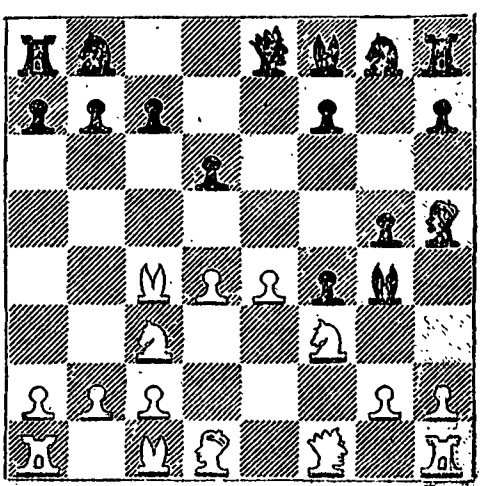
4. *W. King to his Bishop's square.*
B. Queen's Pawn 1 square.



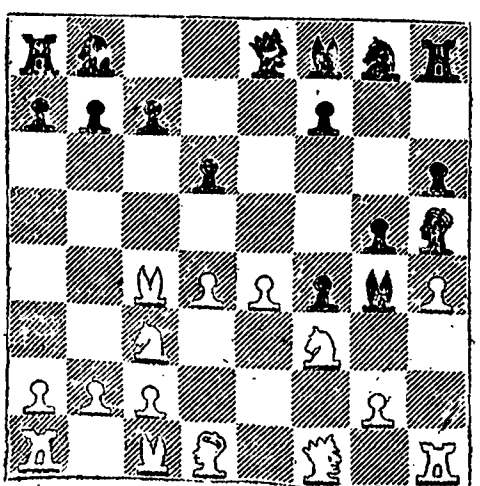
5. *W. K. Knight to Bishop's 3rd.*
B. Q. Bishop to K. Knight's 5th.



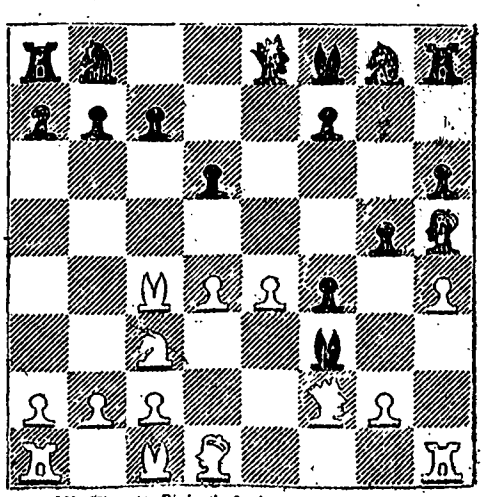
6. *W. Q. Pawn 2 squares.*
B. K. Knight's Pawn 2 squares.



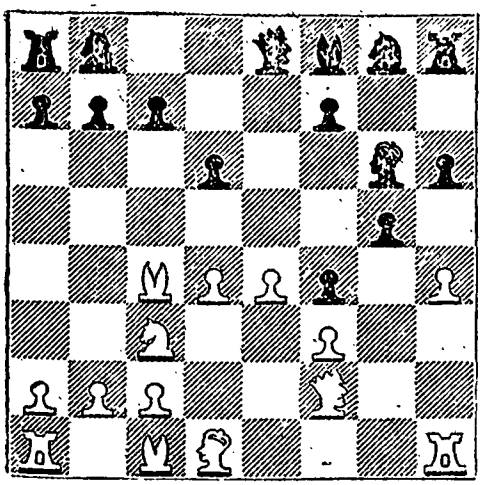
7. *W. Q. Knight to Bishop's 3rd.*
B. Queen to K. Castle's 4th.



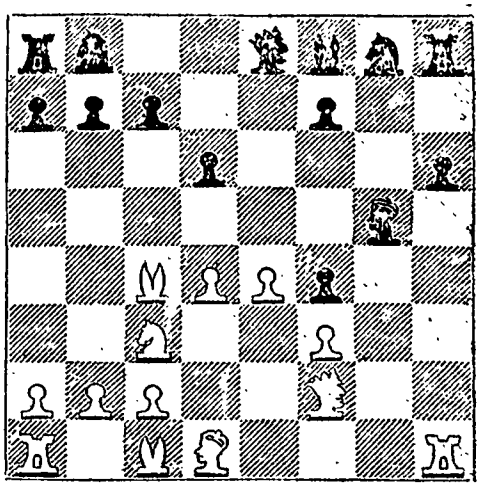
8. *W. B. Castle's Pawn 2 squares.*
B. K. Castle's Pawn 1 square.



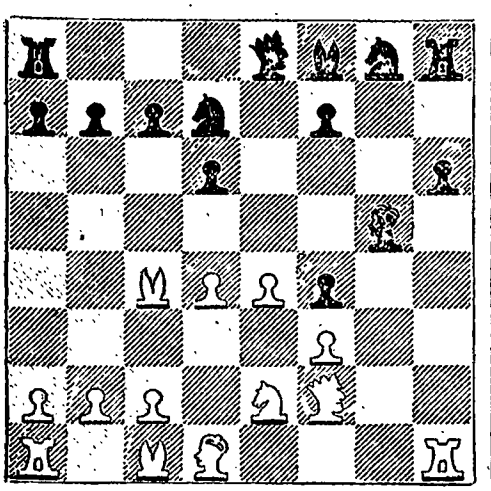
9. *W. King to Bishop's 2nd.*
B. Q. Bishop takes Knight.



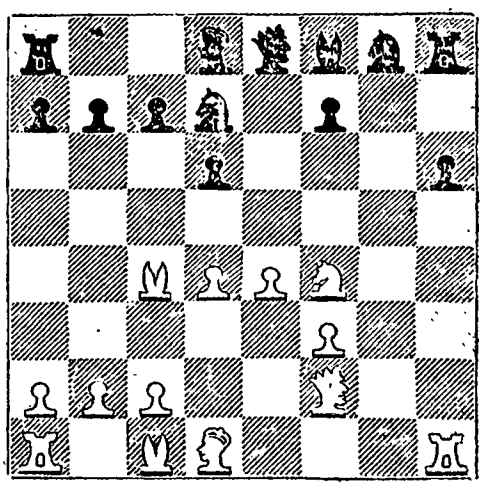
10. *W. Pawn takes Bishop.*
B. Queen to K. Knight's 3rd.



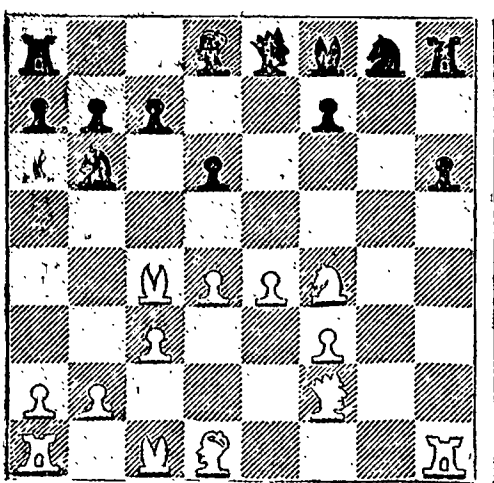
11. *W. Castle's Pawn takes Pawn.*
B. Queen takes Pawn.



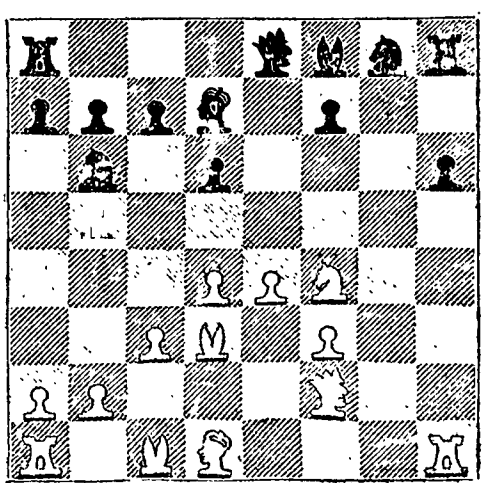
12. *W. Knight to King's 2nd.*
B. Q. Knight to Queen's 2nd.



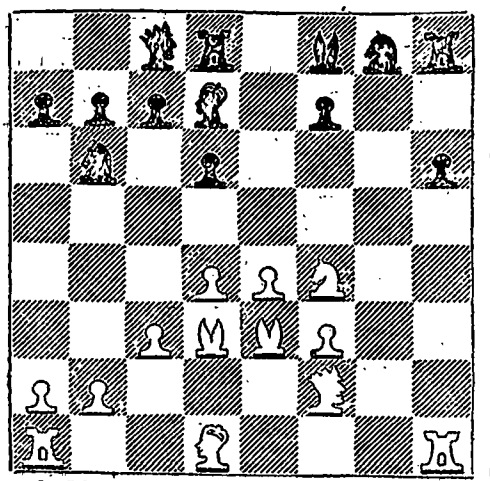
13. *W. Knight takes Pawn*
B. Queen to her own square.



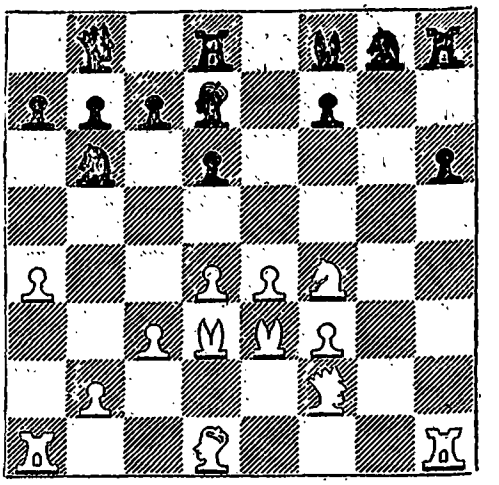
14. *W. Q. Bishop's Pawn 1 square.*
B. Q. Knight to his 3rd square.



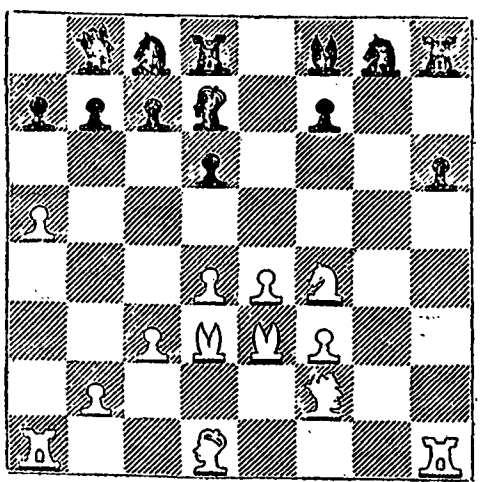
15. *W. K. Bishop to Queen's 3rd.*
B. Queen to her second.



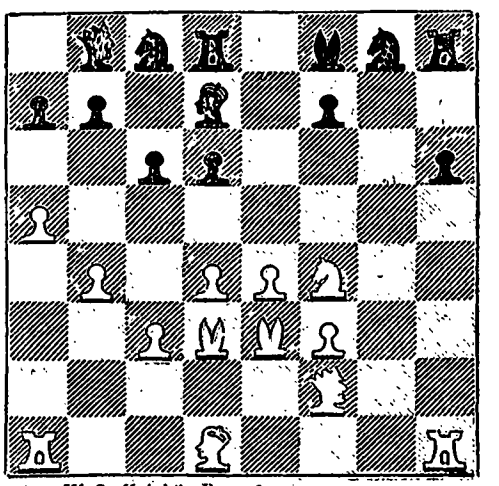
16. *W. Q. Bishop to King's 3rd.*
B. King castles.



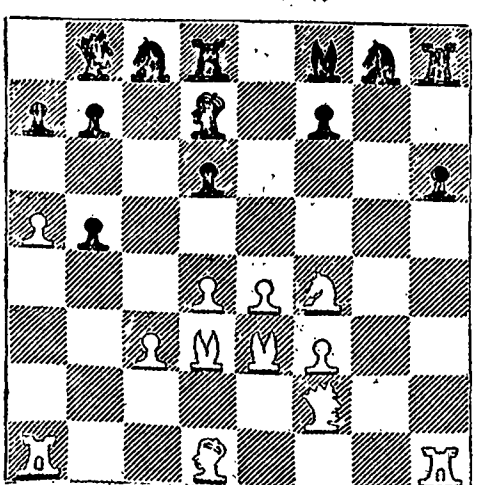
17. *W. Q. Castle's Pawn 2 squares.*
B. King at Q. Knight's square.



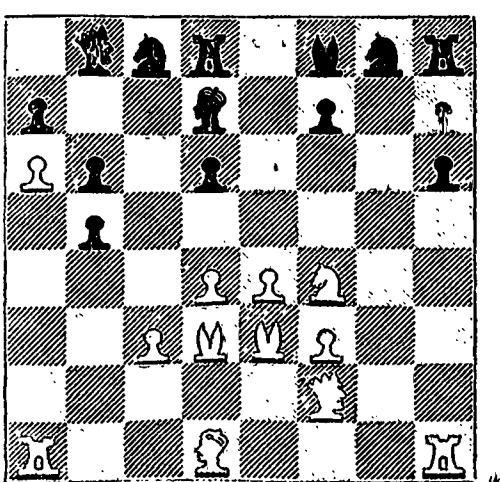
18. *W. Q. Castle's Pawn 1 square.*
B. Q. Knight at his Bishop's square.



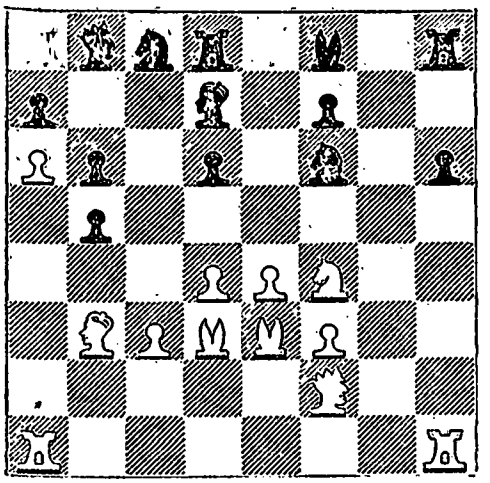
19. *W. Q. Knight's Pawn 2 squares.*
B. Q. Bishop's Pawn 1 square.



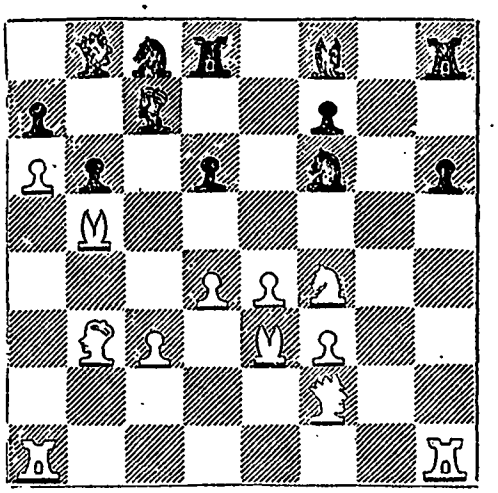
20. *W. Q. Knight's Pawn 1 square.*
B. Pawn takes Pawn.



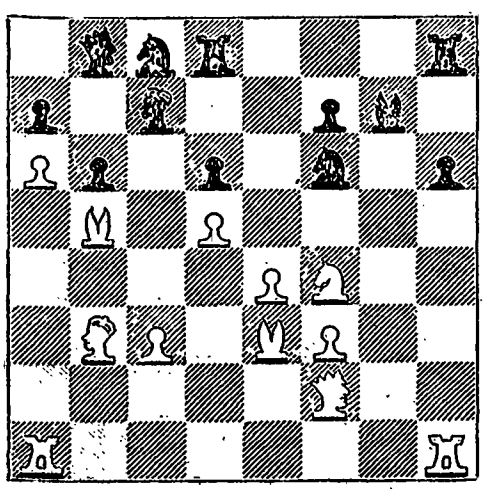
21. *W. Q. Castle's Pawn advances.*
B. Q. Knight's Pawn 1 square.



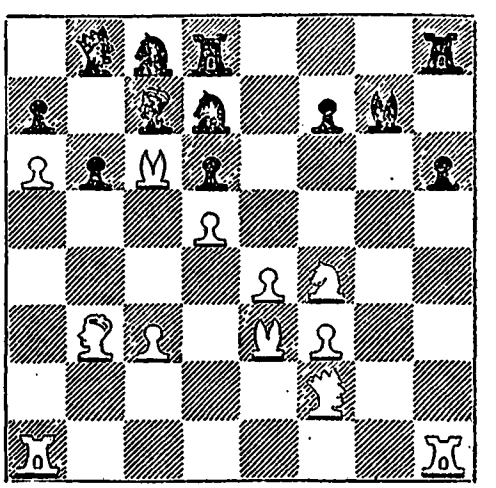
22. *W. Queen to Knight's 3rd.*
B. K. Knight to Bishop's 3rd.



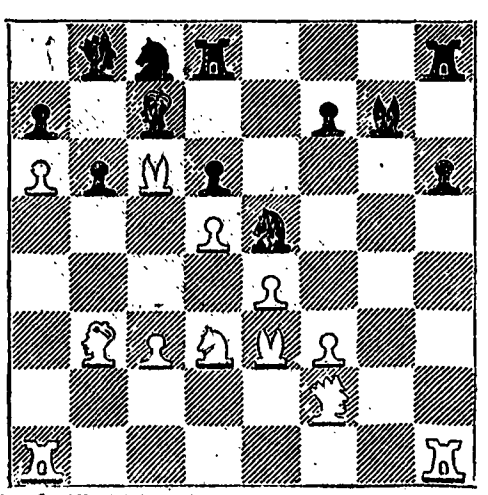
23. *W. K. Bishop takes Pawn.*
B. Queen to her Bishop's 2nd.



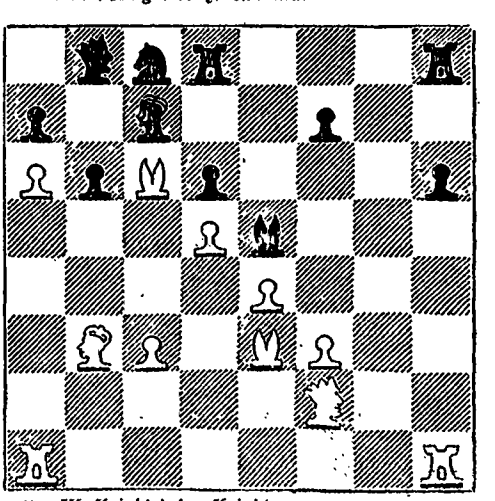
24. *W. Queen's Pawn advances.*
B. Bishop to Knight's 2nd.



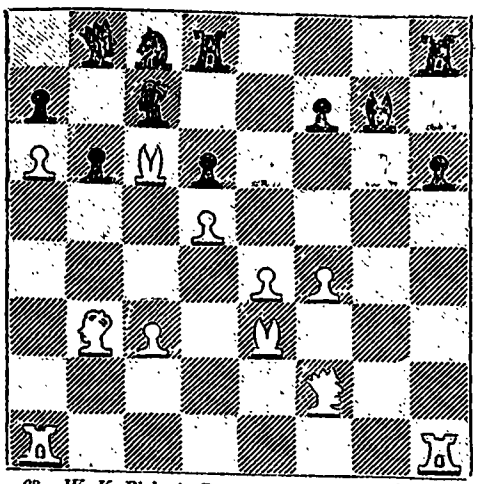
25. *W. K. Bishop to Q. Bishop's 6th.*
B. K. Knight to Queen's 2nd.



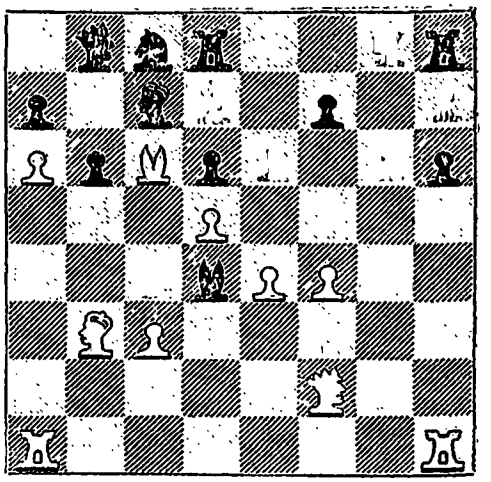
26. *W. Knight to Queen's 3rd.*
B. K. Knight to King's 4th.



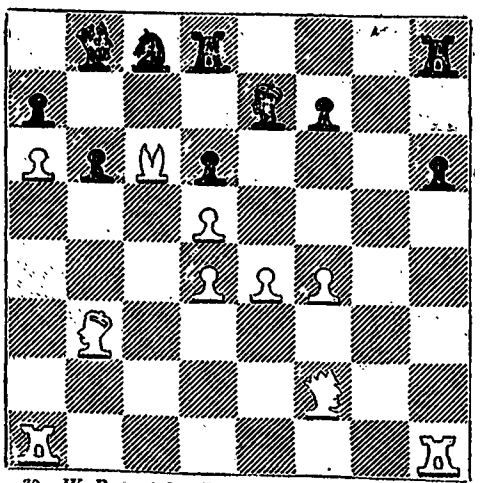
27. *W. Knight takes Knight.*
B. Bishop takes Knight.



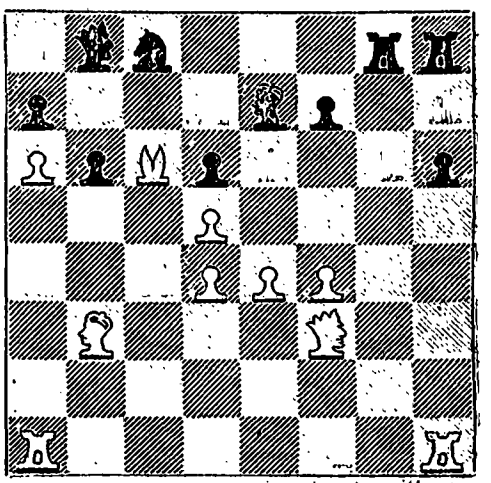
28. *W. K. Bishop's Pawn advances.*
B. Bishop to K. Knight's 2nd.



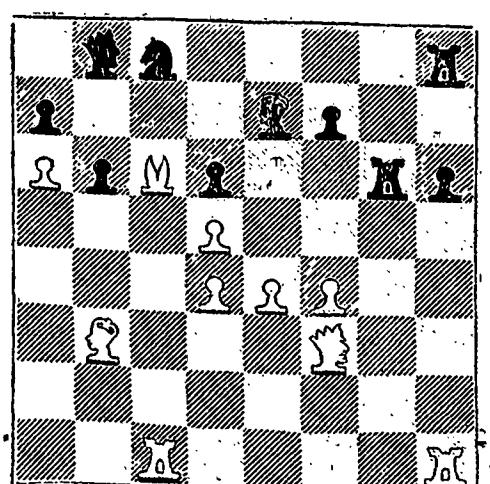
29. *W. Q. Bishop to Queen's 4th.*
B. Bishop takes Bishop.



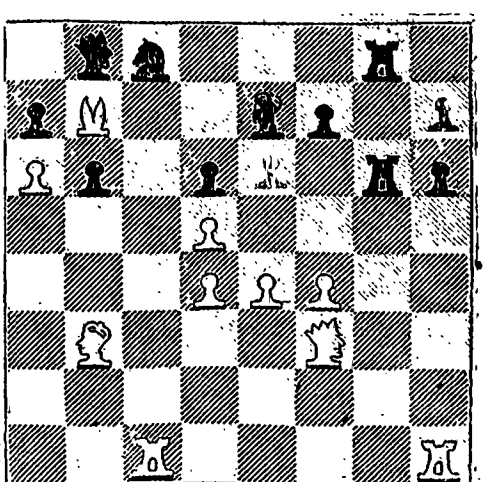
30. *W. Pawn takes Bishop.*
B. Queen to King's 2nd.



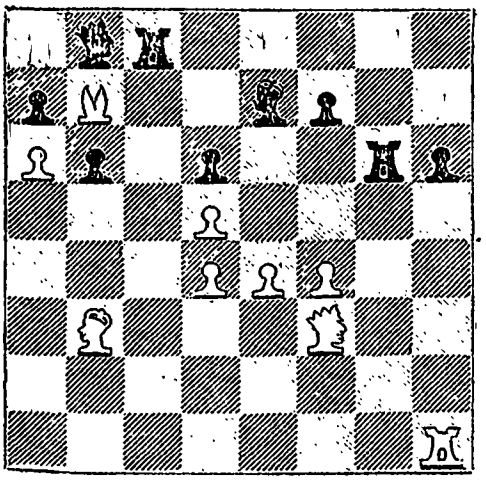
31. *W. King to Bishop's 3rd.*
B. Q. Castle to K. Knight's square.



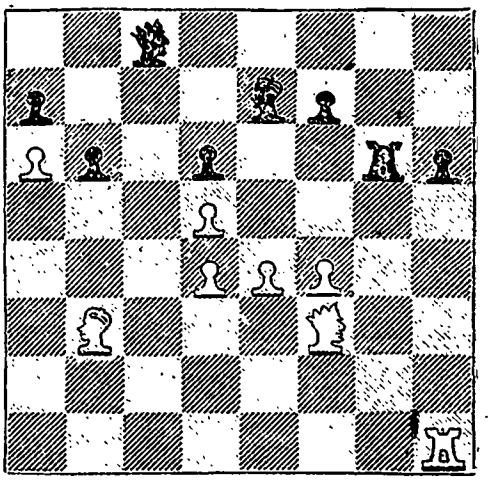
32. *W. Q. Castle to Q. Bishop's square.*
B. Q. Castle to K. Knight's 3rd.



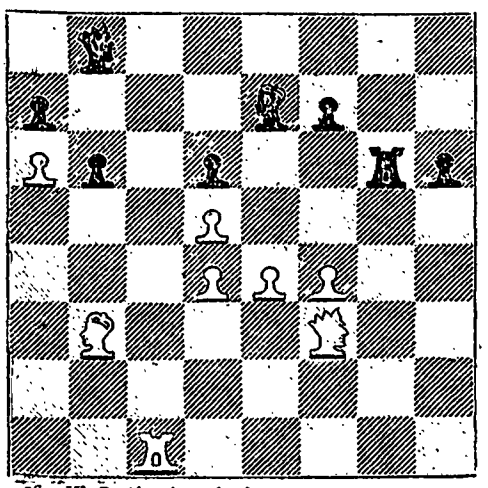
33. *W. Bishop to black Q. Knight's 2nd.*
B. K. Castle to Knight's square.



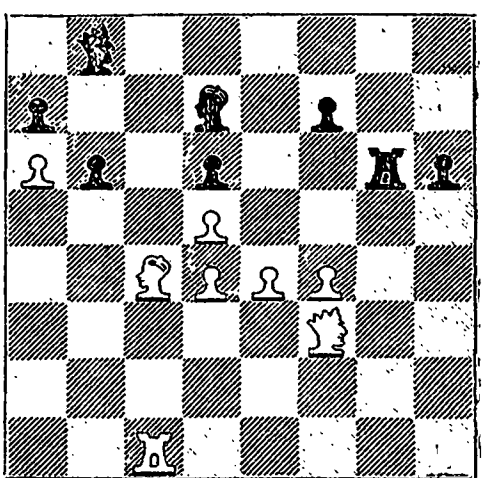
34. *W. Castle takes Knight.*
B. Castle takes Castle.



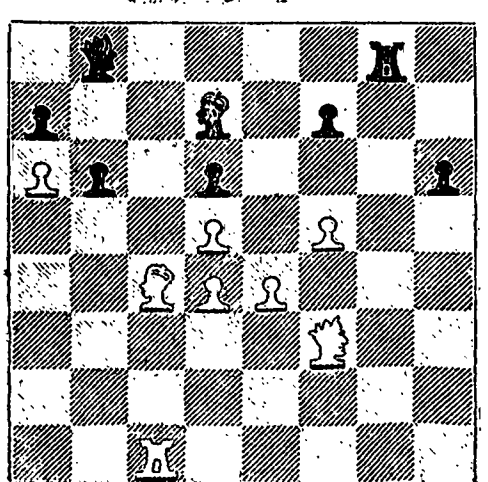
35. *W. Bishop takes Castle.*
B. King takes Bishop.



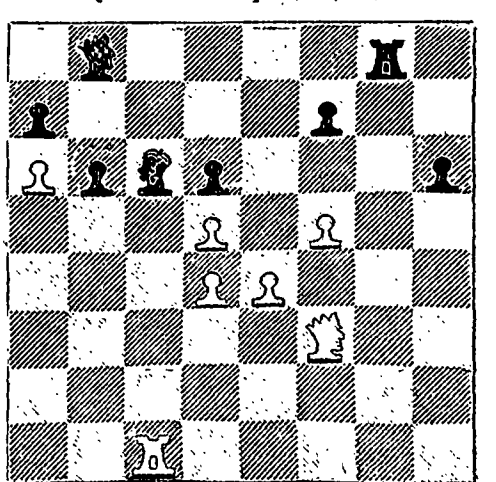
36. *W. Castle gives check.*
B. King to Q. Knight's square.



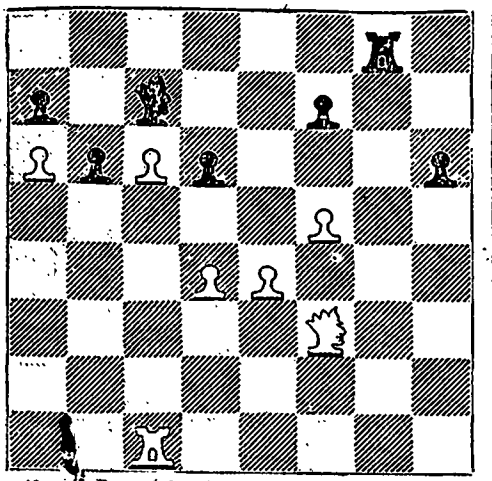
37. *W. Queen to her Bishop's 4th.*
B. Queen to her 2nd square.



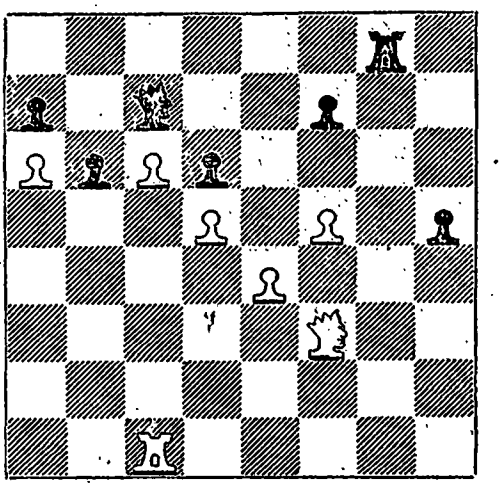
38. *W. K. Bishop's Pawn 1 square.*
B. Castle to K. Knight's square.



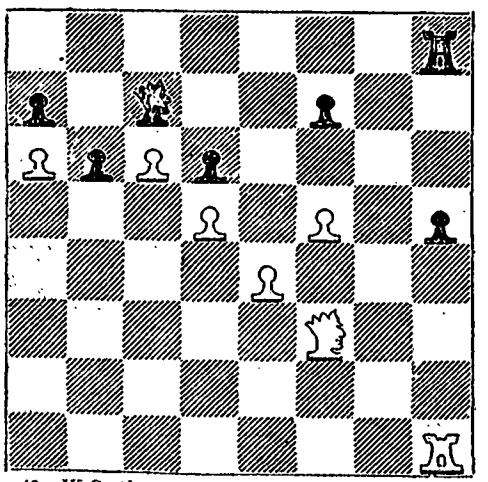
39. *W. Queen to black Q. Bishop's 3rd.*
B. Queen takes Queen.



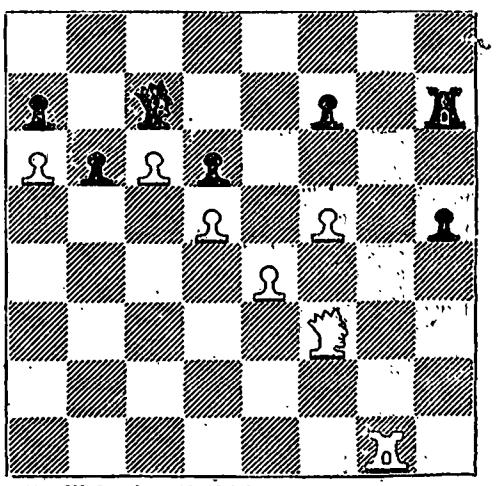
40. *W. Pawn takes Queen.*
B. King to Bishop's 2nd.



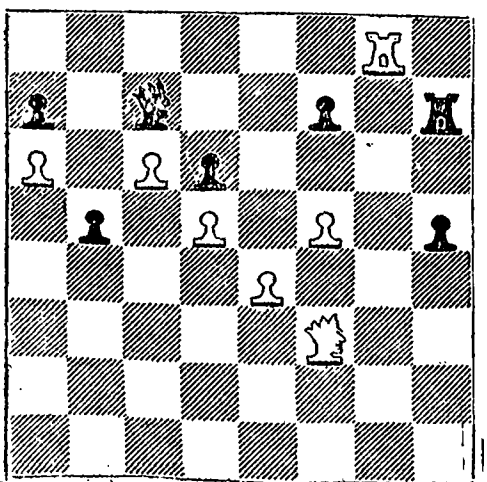
41. *W. Queen's Pawn advances.*
B. K. Castle's Pawn advances.



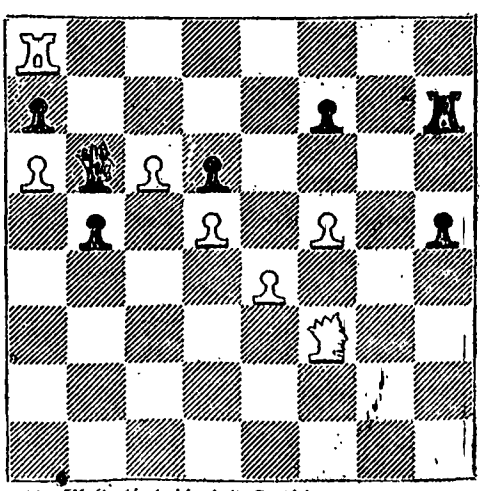
42. *W. Castle to King's Castle's square.*
B. the same.



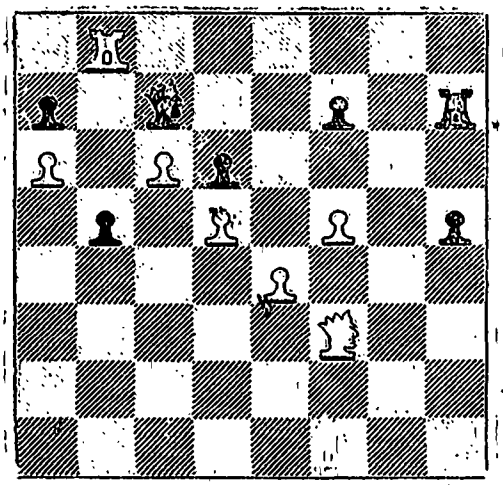
43. *W. Castle to K. Knight's square.*
B. Castle to its 2nd square.



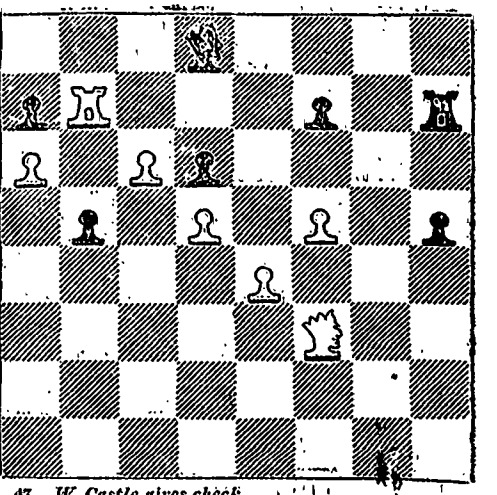
44. *W. Castle to black K. Knight's square.*
B. Q. Knight's Pawn advances.



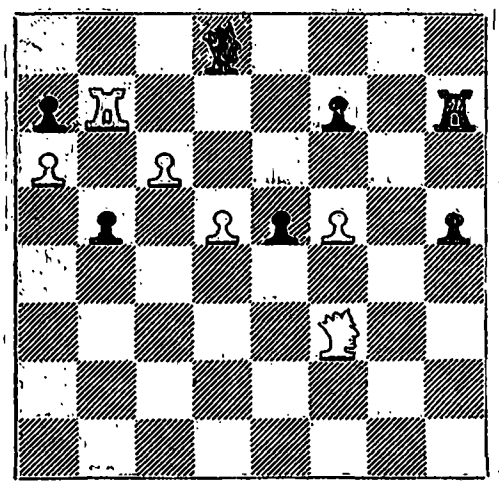
45. *W. Castle to black Q. Castle's square.*
B. King to Q. Knight's 3rd square.



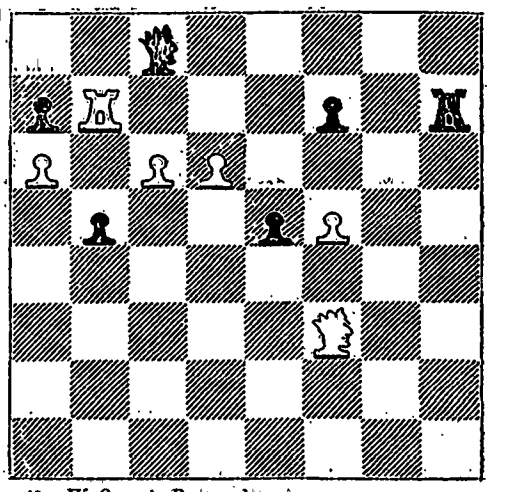
46. *W. Castle gives check.*
B. King to Q. Bishop's 2nd.



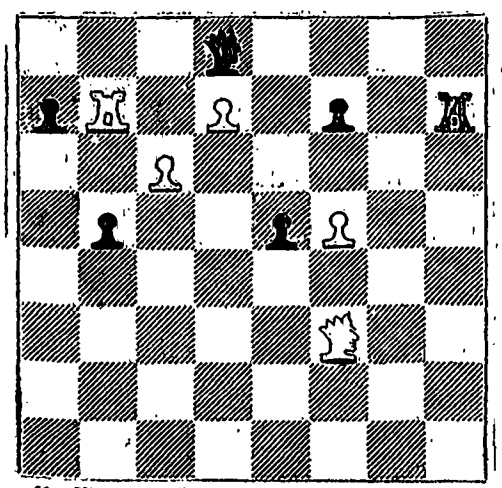
47. *W. Castle gives check.*
B. King to his Queen's square.



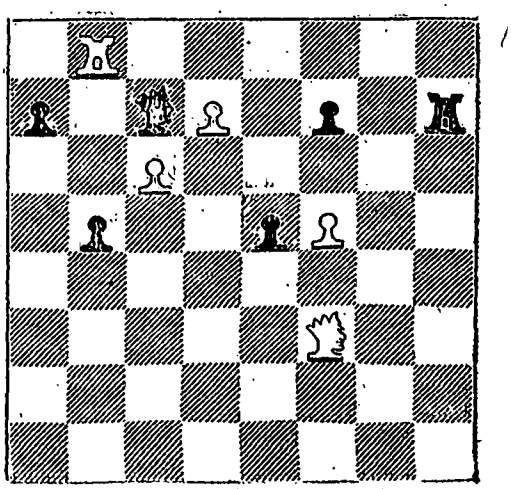
48. *W. King's Pawn advances.*
B. Pawn takes Pawn.



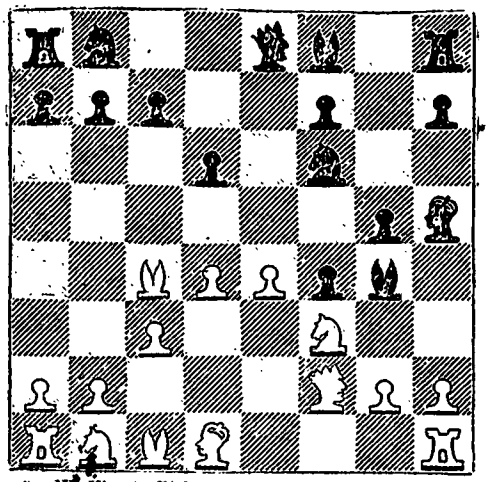
49. *W. Queen's Pawn advances.*
B. King to Q. Bishop's square.



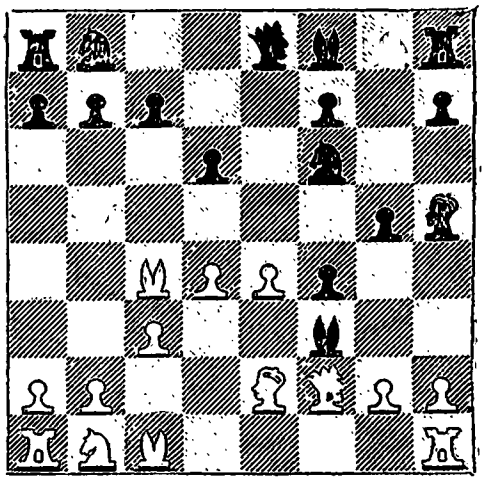
50. *W. Queen's Pawn gives check.*
B. King to his Queen's square.



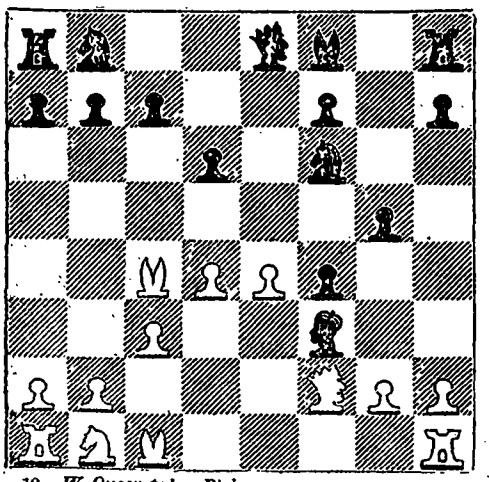
51. *W. Castle gives check. B. King on Bishop's 2nd.*
Afterwards the Pawn makes a Queen and wins.



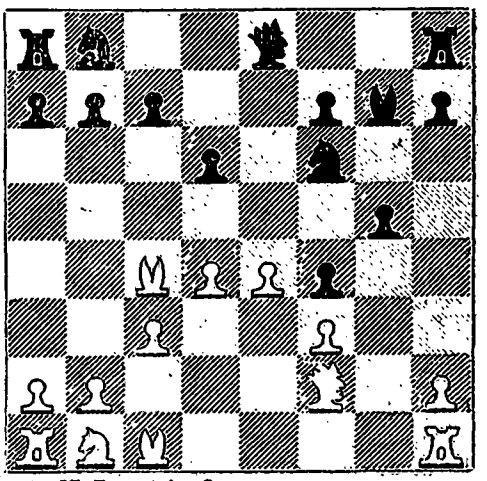
8. *W. King to Bishop's 2nd.*
B. K. Knight to Bishop's 3rd.



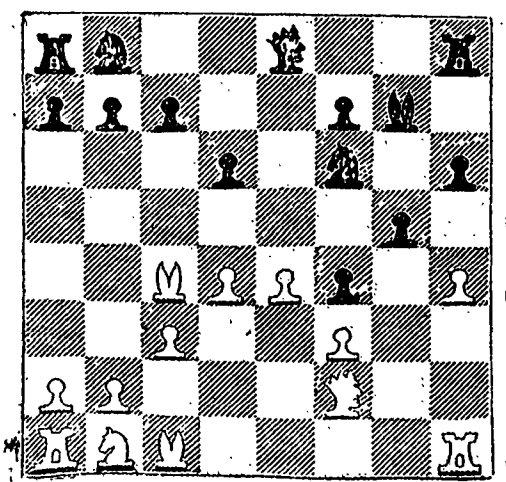
9. *W. Queen to King's 2nd.*
B. Bishop takes Knight.



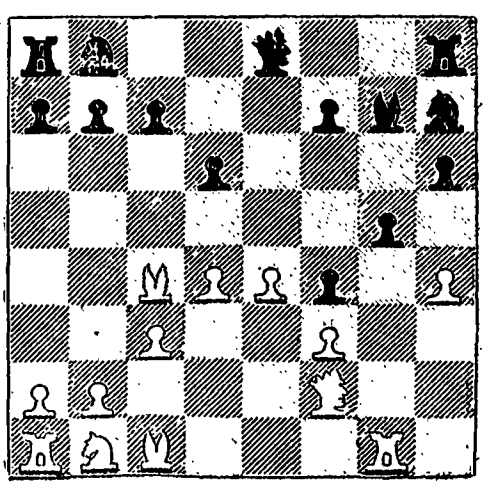
10. *W. Queen takes Bishop.*
B. Queen takes Queen.



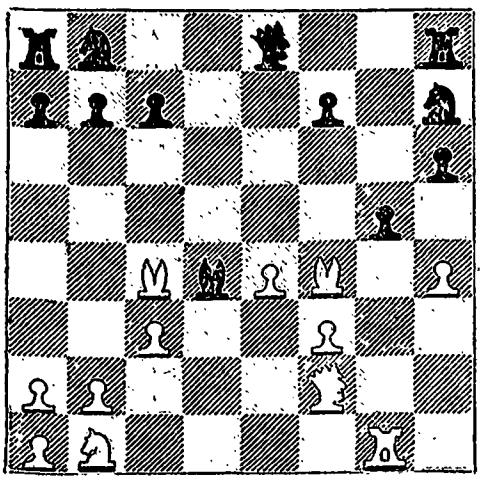
11. *W. Pawn takes Queen.*
B. Bishop to his Knight's 2nd.



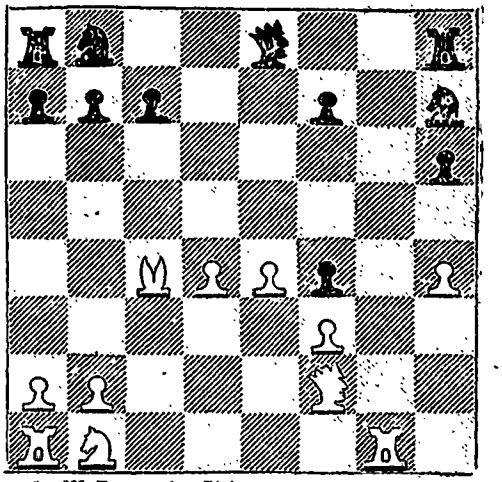
12. *W. K. Castle's Pawn 2 squares.*
B. K. Castle's Pawn 1 square.



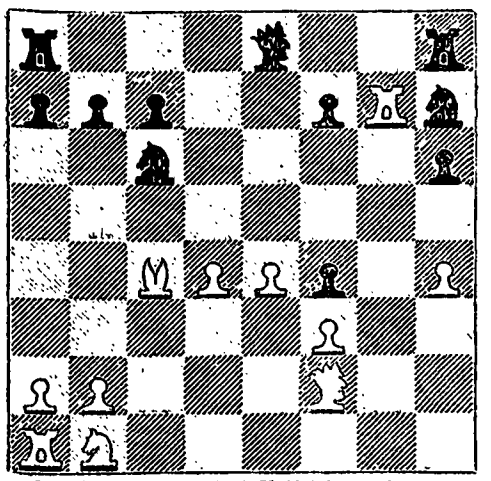
13. *W. K. Castle to his Knight's square.*
B. K. Knight to his Castle's 2nd.



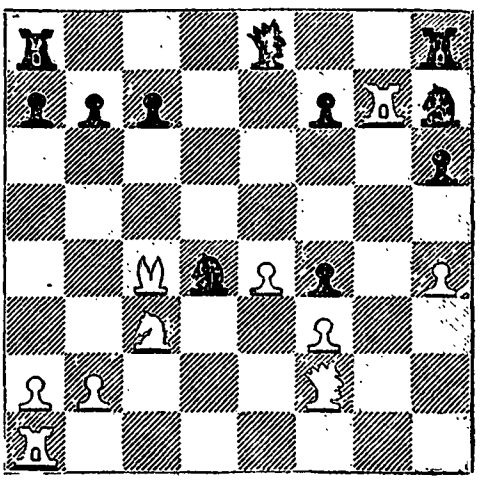
14. *W. Q. Bishop takes Gambit Pawn.*
B. K. Bishop takes Queen's Pawn, giving check.



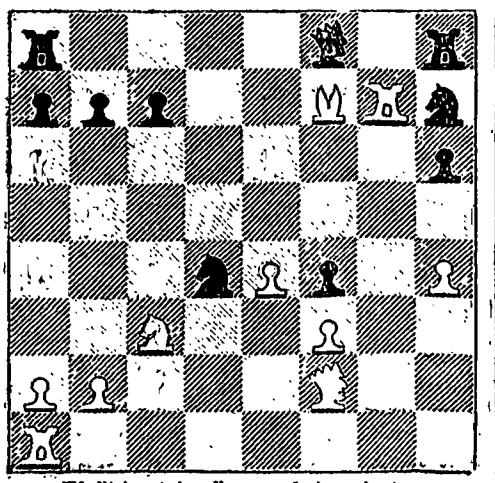
15. *W. Pawn takes Bishop.*
B. K. Knight's Pawn takes Bishop.



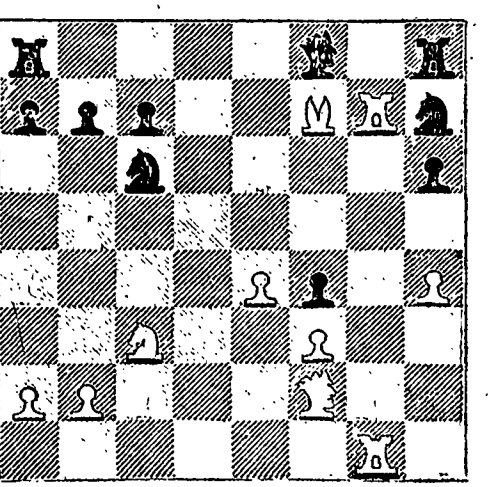
16. *W. K. Castle to black K. Knight's 2nd.*
B. Q. Knight to Bishop's 3rd.



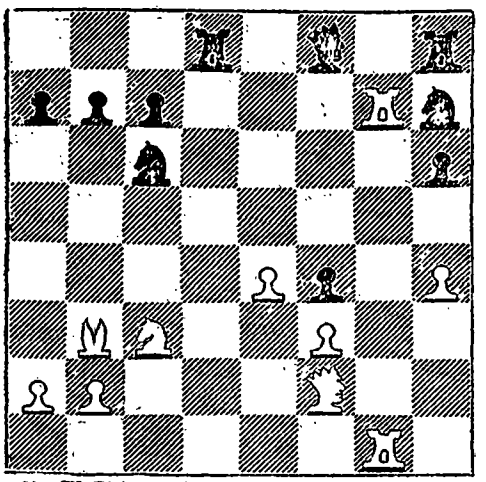
17. *W. Q. Knight to Bishop's 3rd.*
B. Q. Knight takes Pawn.



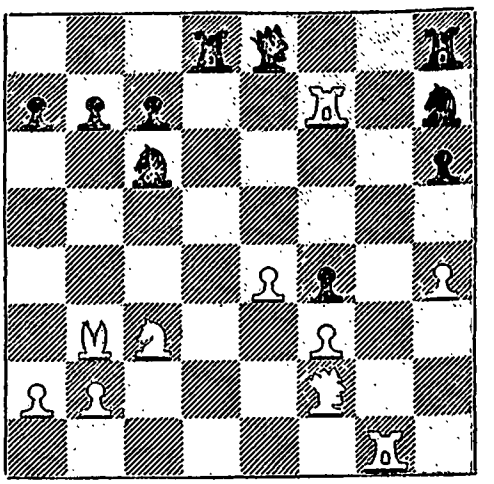
18. *W. Bishop takes Pawn and gives check.*
B. King to his Bishop's square.



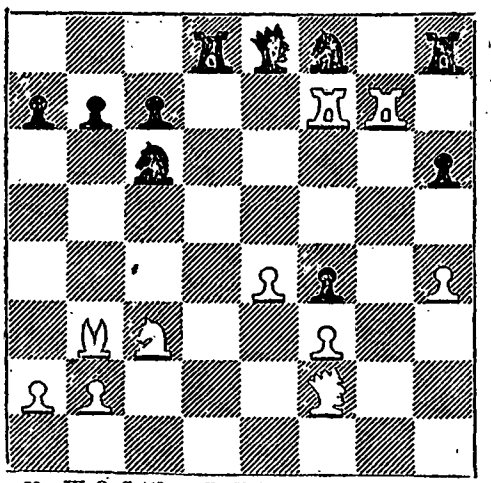
19. *W. Q. Castle to K. Knight's square.*
B. Q. Knight to Bishop's 3rd.



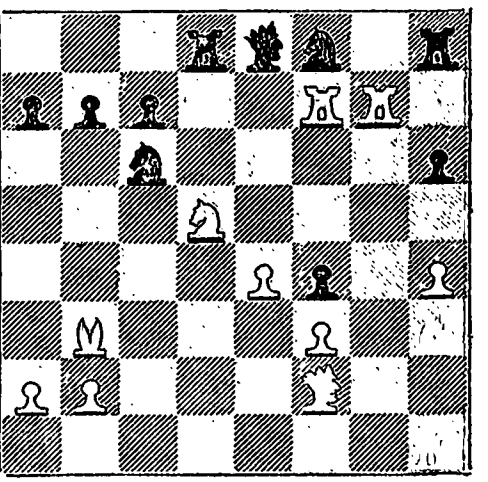
20. *W. Bishop to Q. Knight's 3rd.*
B. Q. Castle to Queen's square.



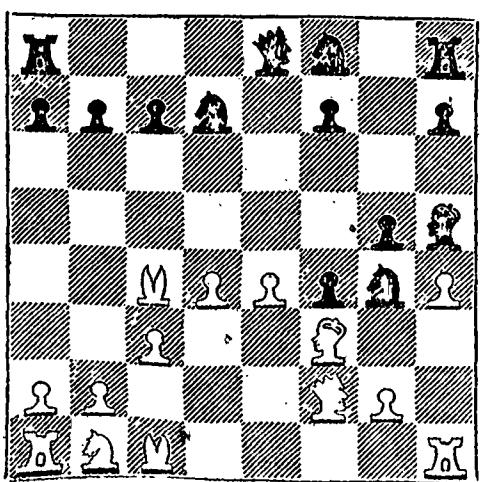
21. *W. K. Castle gives check at B. K. Bishop's 2nd.*
B. King to his square.



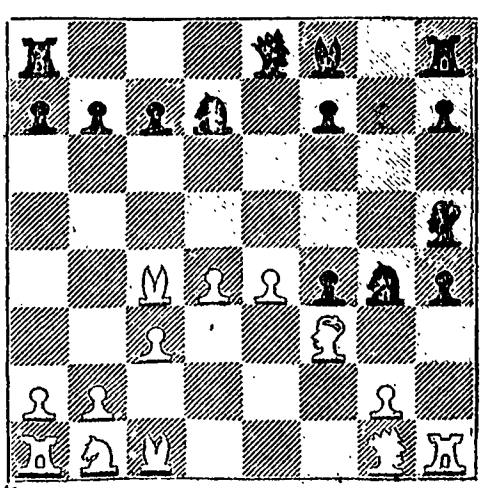
22. *W. Q. Castle to B. K. Knight's 2nd square.*
B. K. Knight to Bishop's square.



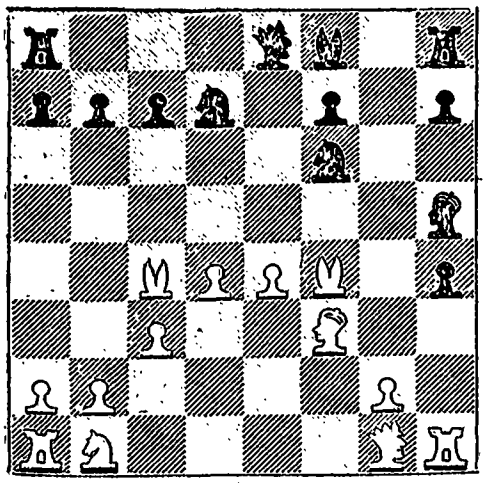
23. *W. Knight to Queen's 5th, and the white will win.*



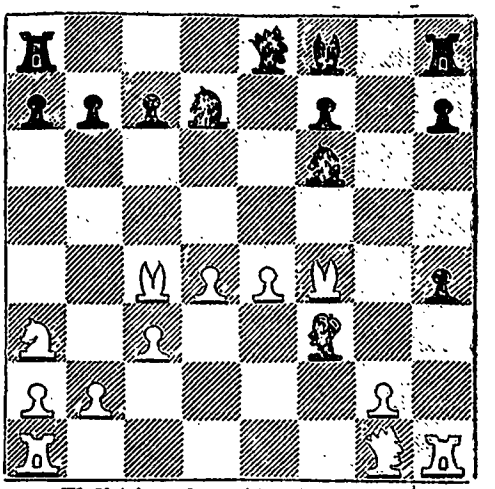
11. *W. Queen takes Bishop.*
B. K. Knight gives check at K. Knight's 5th.



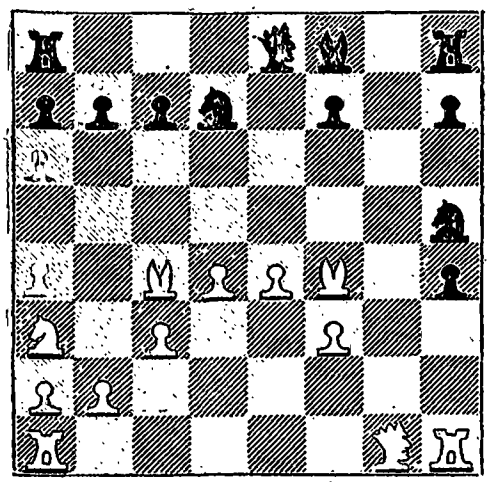
12. *W. King to his Knight's square.*
B. K. Knight's Pawn takes Pawn.



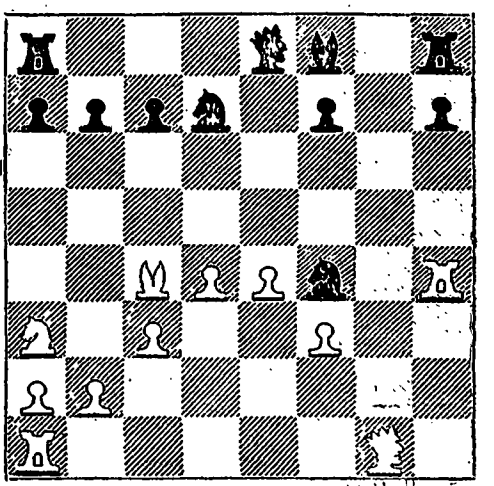
13. *W. Q. Bishop takes Pawn.*
B. K. Knight to Bishop's 3rd.



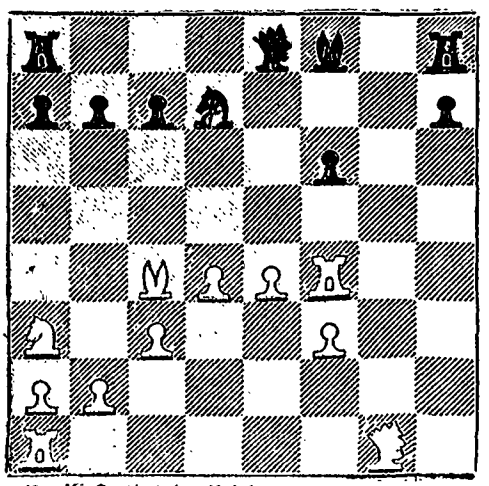
14. *W. Knight to Q. Castle's 3rd.*
B. Queen takes Queen.



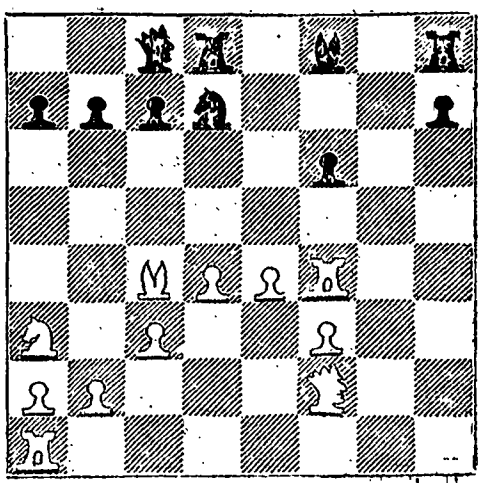
15. *W. Pawn takes Queen.*
B. K. Knight to Castle's 4th.



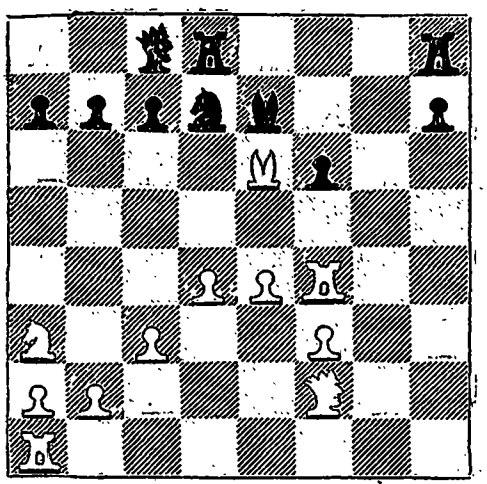
16. *W. K. Castle takes Pawn.*
B. K. Knight takes Bishop.



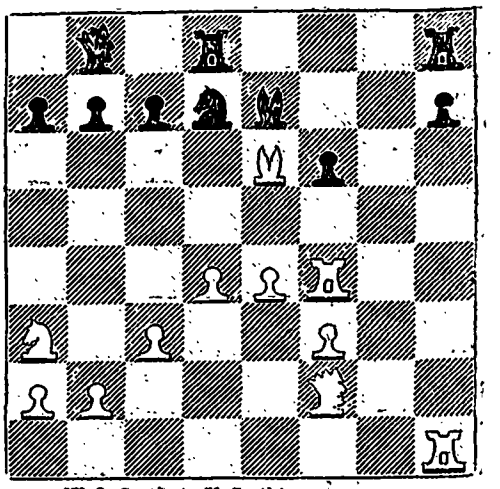
17. *W. Castle takes Knight.*
B. K. Bishop's Pawn 1 square.



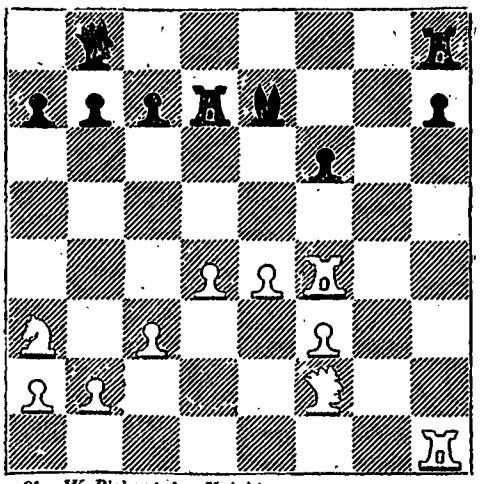
18. *W. King to his Bishop's 2nd.*
B. King castles.



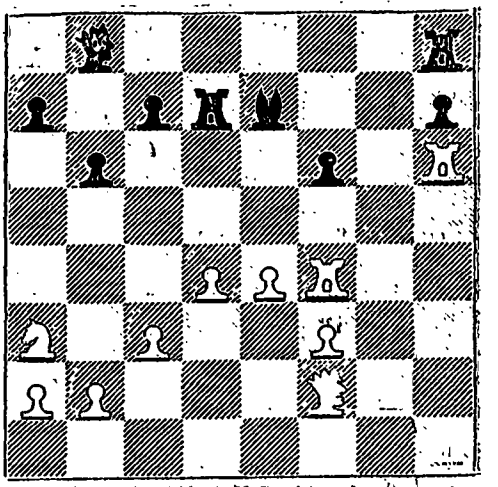
19. *W. Bishop to black King's 3rd.*
B. Bishop to his King's 2nd.



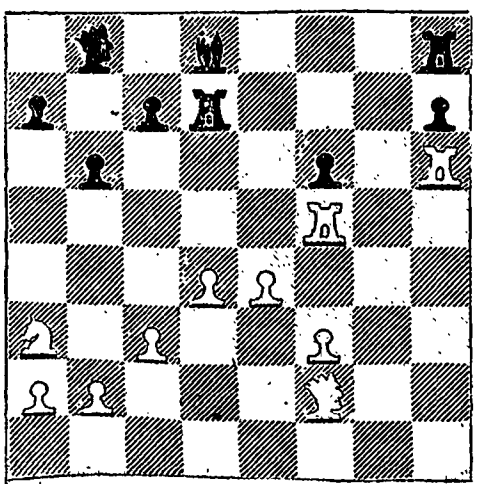
20. *W. Q. Castle to K. Castle's square.*
B. King to Q. Knight's square.



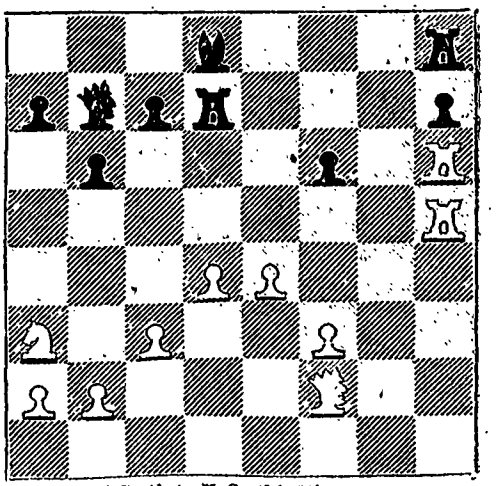
21. *W. Bishop takes Knight.*
B. Castle takes Bishop.



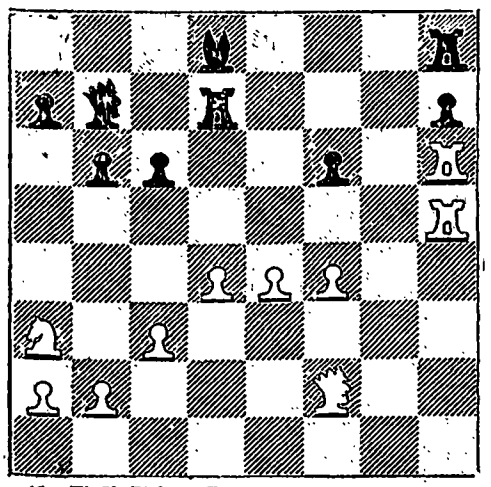
22. *W. Castle at black K. Castle's 3rd.*
B. Q. Knight's Pawn 1 square.



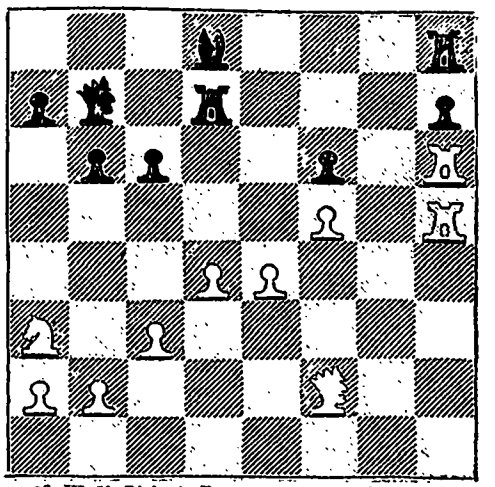
23. *W. K. Castle to K. Bishop's 5th.*
B. Bishop to his Queen's square.



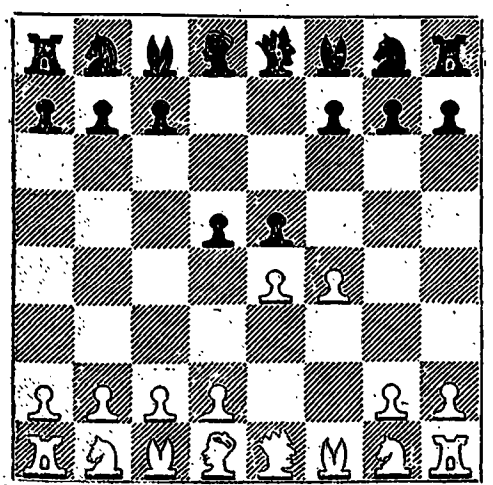
24. *W. K. Castle to K. Castle's 5th.*
B. King to Q. Knight's 2nd.



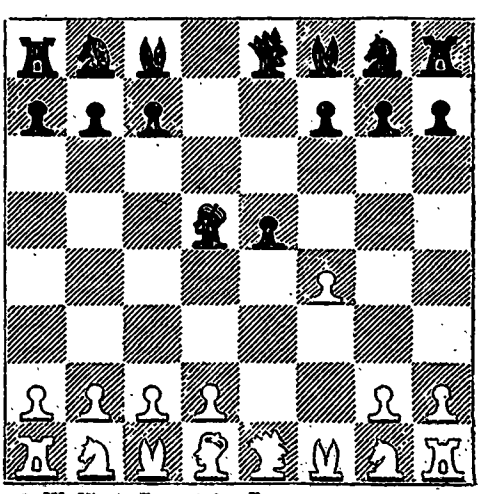
25. *W. K. Bishop's Pawn 1 square.*
B. Q. Bishop's Pawn 1 square.



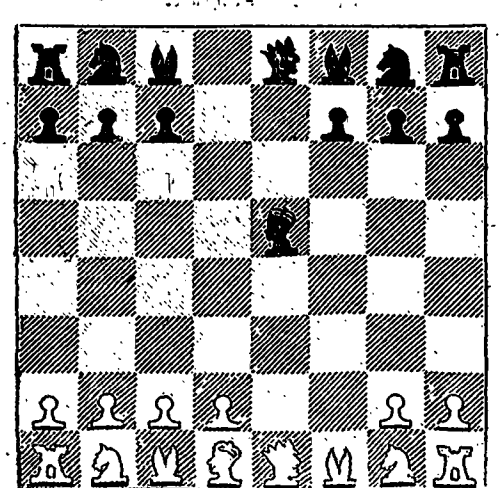
26. *W. K. Bishop's Pawn 1 square, and must win.*



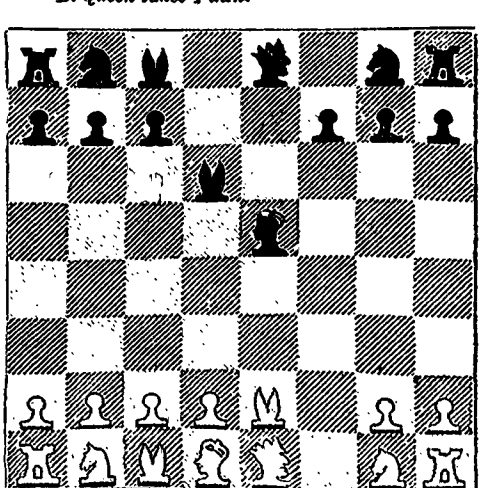
2. *W. K. Bishop's Pawn 2 squares.*
B. Queen's Pawn 2 squares.



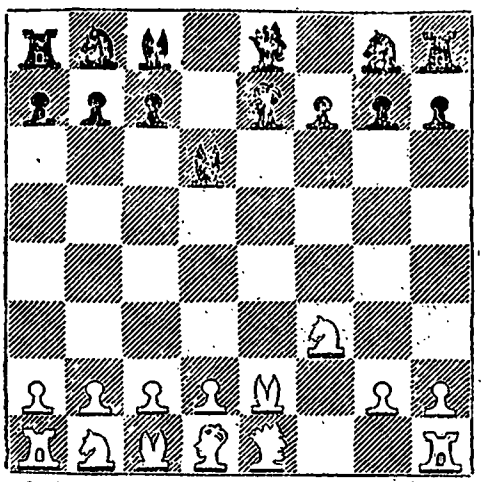
3. *W. King's Pawn takes Pawn.*
B. Queen takes Pawn.



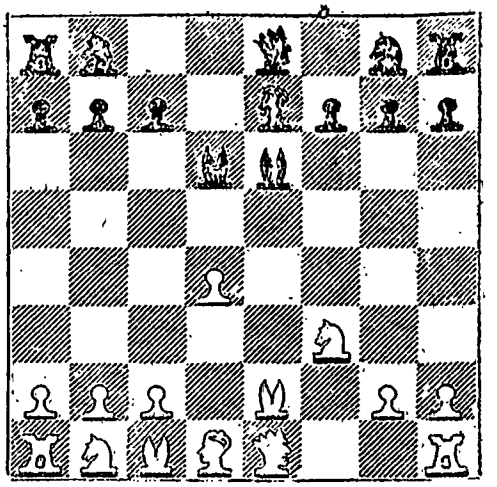
4. *W. Bishop's Pawn takes Pawn.*
B. Queen takes Pawn and gives check.



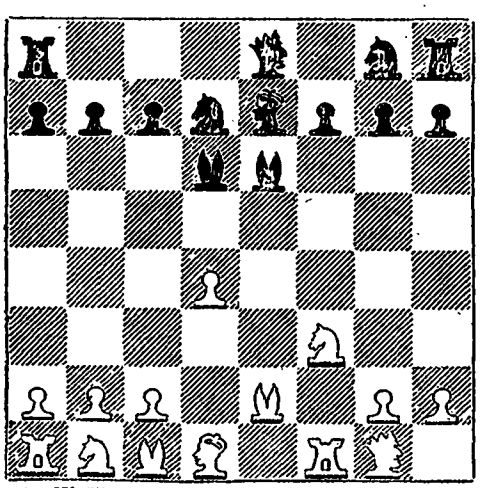
5. *W. Bishop covers the check.*
B. K. Bishop to Queen's 3rd.



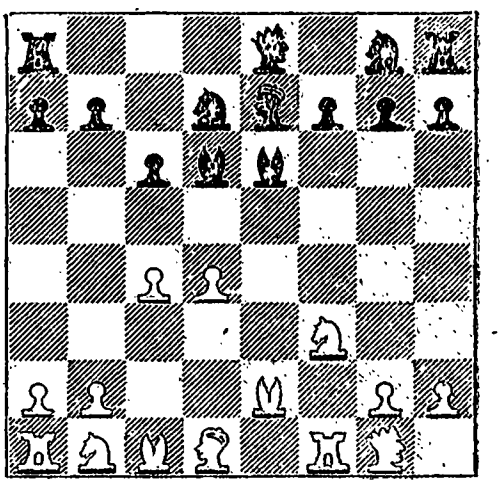
6. *W. K. Knight to Bishop's 3rd.*
B. Queen to King's 2nd.



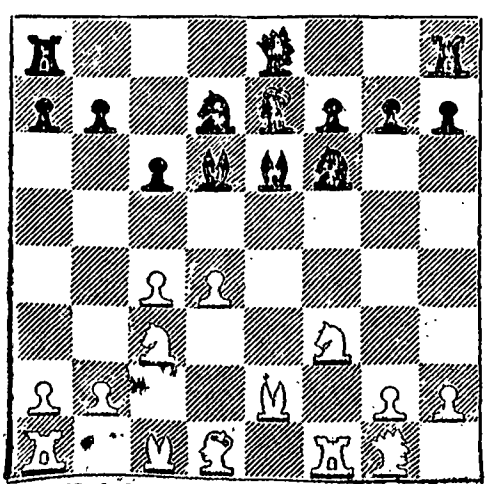
7. *W. Queen's Pawn 2 squares.*
B. Q. Bishop to King's 3rd.



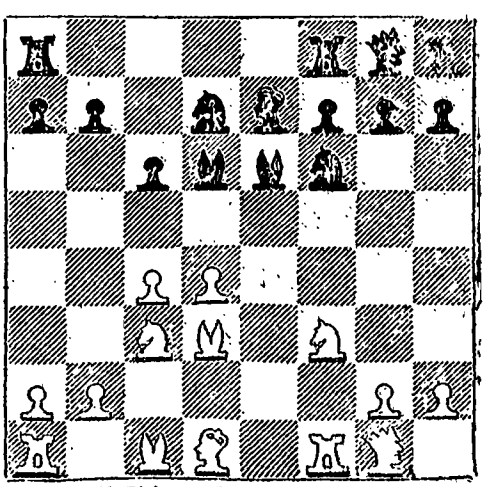
8. *W. King castles.*
B. Q. Knight to Queen's 2nd.



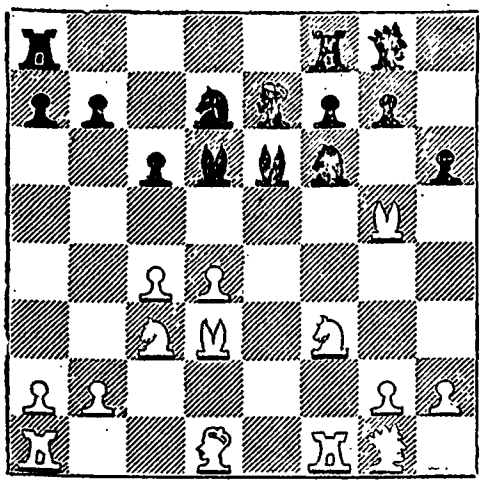
9. *W. Q. Bishop's Pawn 2 squares.*
B. Q. Bishop's Pawn 1 square.



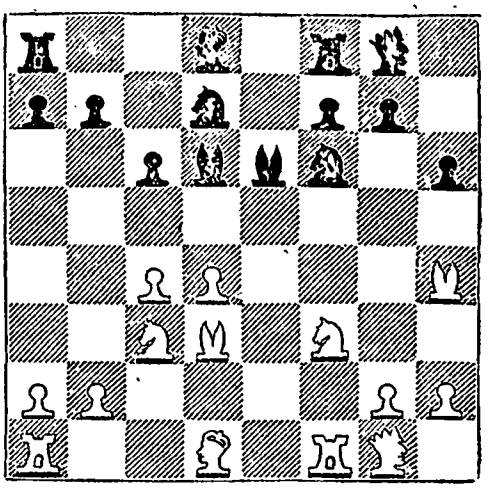
10. *W. Q. Knight to Bishop's 3rd.*
B. K. Knight to Bishop's 3rd.



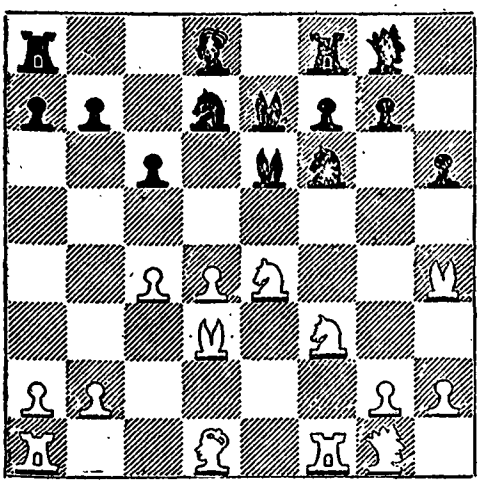
11. *W. K. Bishop to Queen's 3rd.*
B. King castles on his own side.



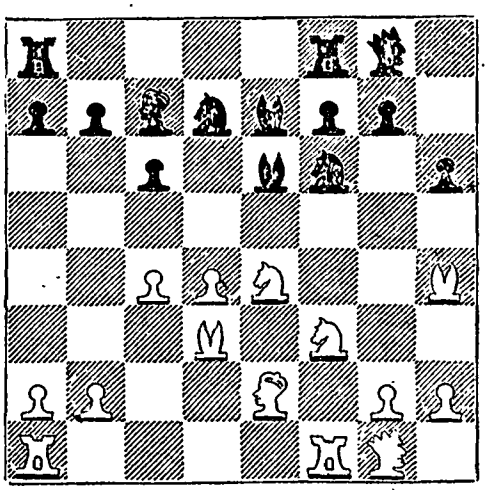
12. *W. Q. Bishop to K. Knight's 5th.*
B. K. Castle's Pawn 1 square.



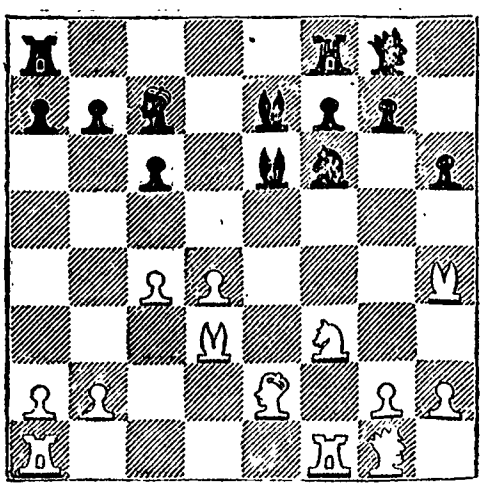
13. *W. Q. Bishop to K. Castle's 4th.*
B. Queen to her square.



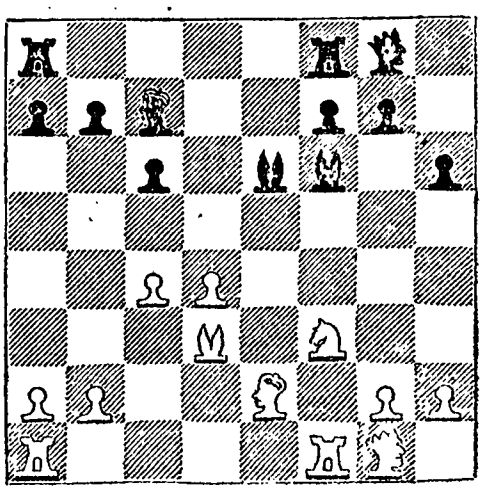
14. *W. Q. Knight to King's 4th.*
B. K. Bishop to King's 2nd.



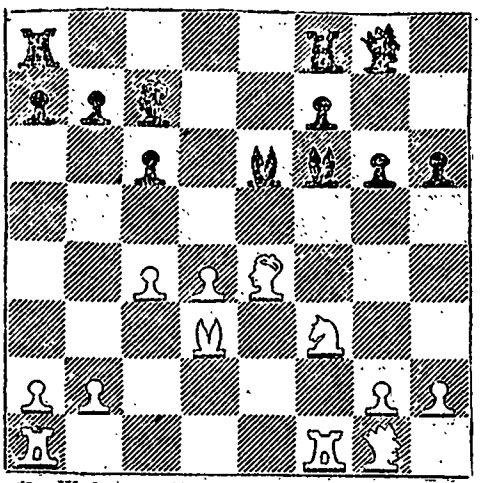
15. *W. Queen to King's 2nd.*
B. Queen to her Bishop's 2nd.



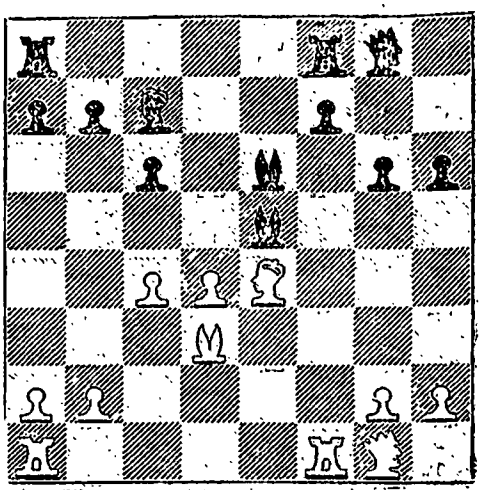
16. *W. Q. Knight takes Knight.*
B. Knight takes Knight.



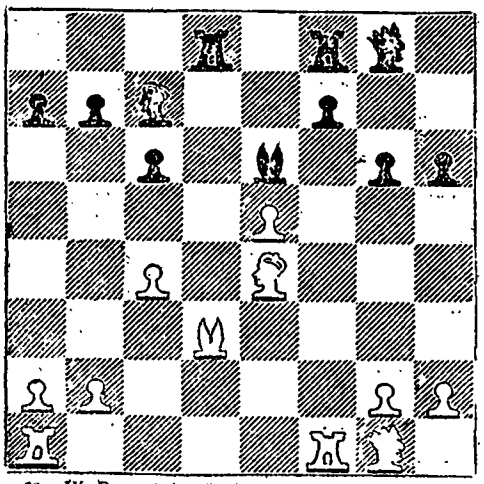
17. *W. Bishop takes Knight.*
B. Bishop takes Bishop.



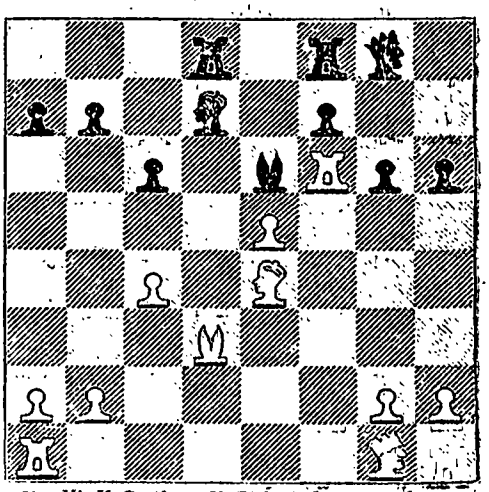
18. *W. Queen to King's 4th.*
B. K. Knight's Pawn 1 square.



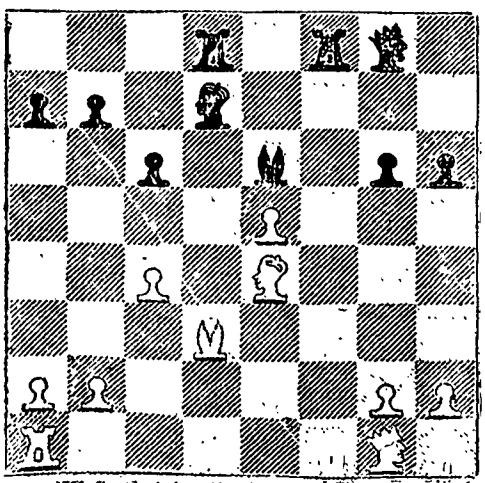
19. *W. Knight to King's 5th.*
B. Bishop takes Knight.



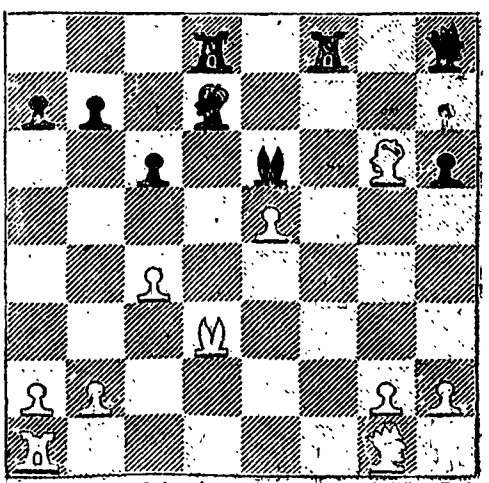
20. *W. Pawn takes Bishop.*
B. Q. Castle to Queen's square.



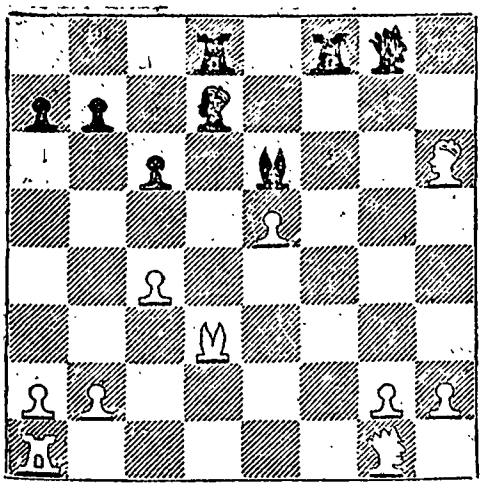
21. *W. K. Castle to K. Bishop's 6th.*
B. Queen to her 2nd square.



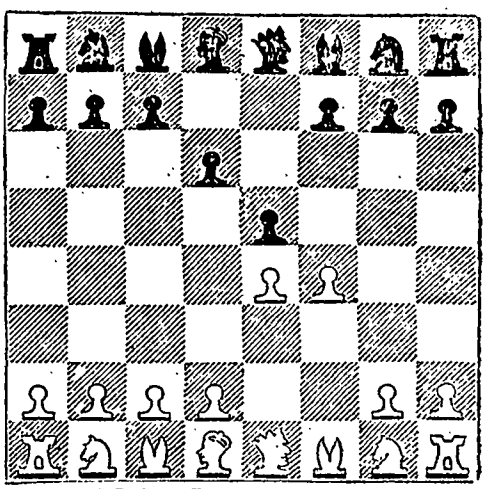
22. *W. Castle takes Knight's Pawn, and gives check.*
B. Pawn takes Castle.



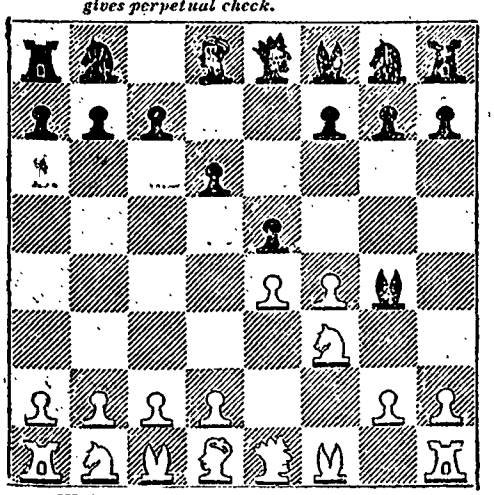
23. *W. Queen takes Pawn, and gives check.*
B. King to Castle's square.



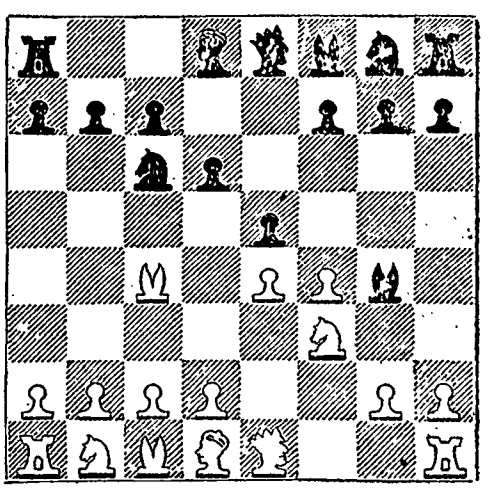
24. *W. Queen takes Pawn, and gives check.*
B. King on Knight's square. White afterwards gives perpetual check.



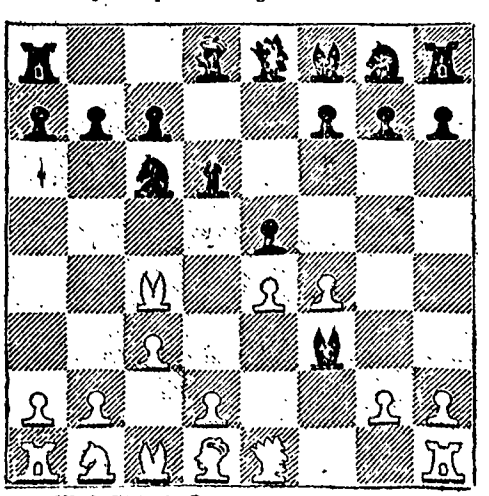
2. *W. K. Bishop's Pawn 2 squares.*
B. Queen's Pawn 1 square.



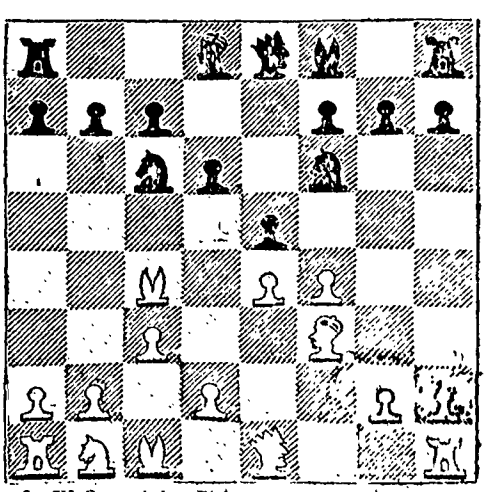
3. *W. K. Knight to Bishop's 3rd.*
B. Q. Bishop to K. Knight's 5th.



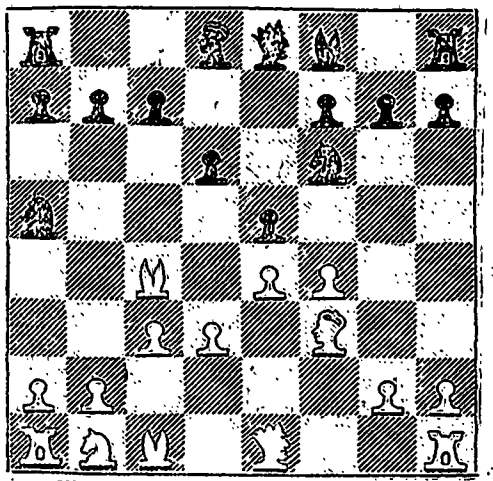
4. *W. K. Bishop to Q. Bishop's 4th.*
B. Q. Knight to Bishop's 3rd.



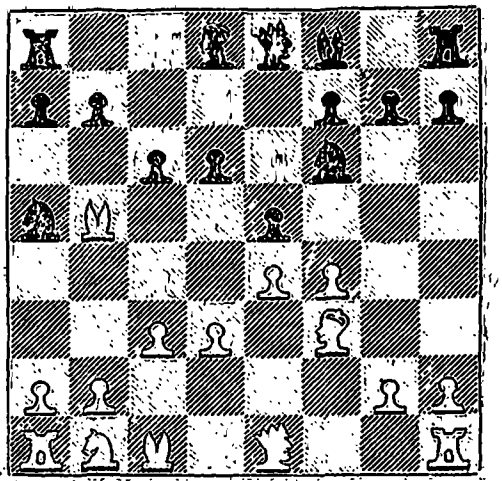
5. *W. Q. Bishop's Pawn 1 square.*
B. Bishop takes Knight.



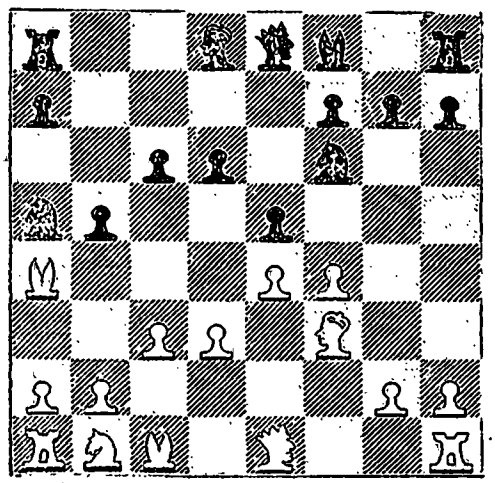
6. *W. Queen takes Bishop.*
B. K. Knight to Bishop's 3rd.



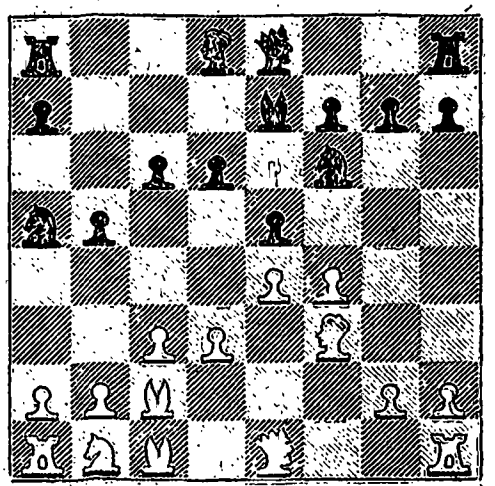
7. *W. Queen's Pawn 1 square.*
B. Q. Knight to Castle's 4th.



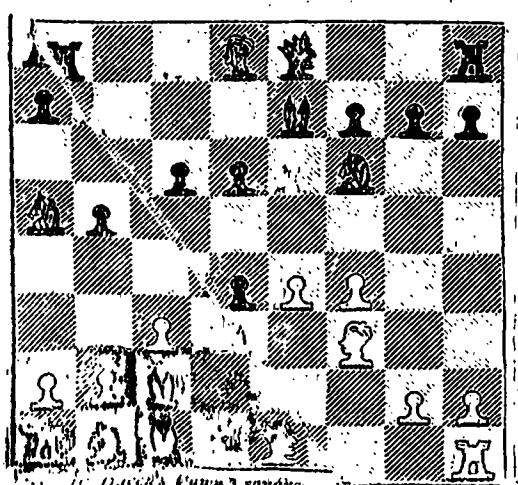
8. *W. K. Bishop gives check, at Q. Knight's 5th.*
B. Q. Bishop's Pawn 1 square.



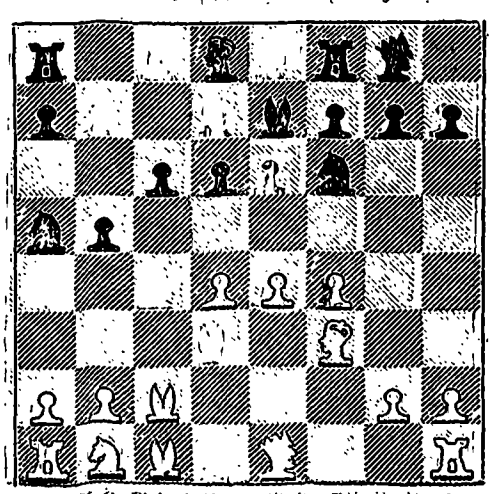
9. *W. K. Bishop to Q. Castle's 4th.*
B. Q. Knight's Pawn 2 squares.



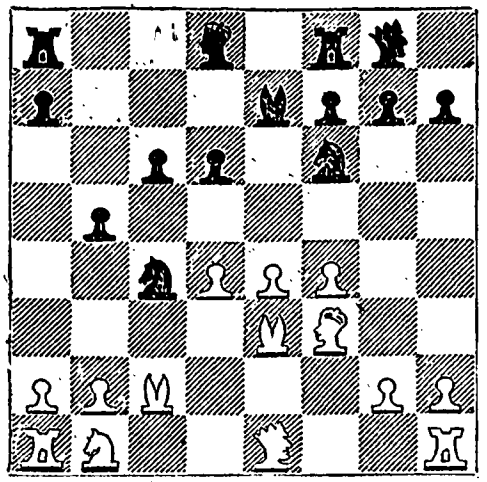
10. *W. K. Bishop to Q. Bishop's 2nd.*
B. K. Bishop to King's 2nd.



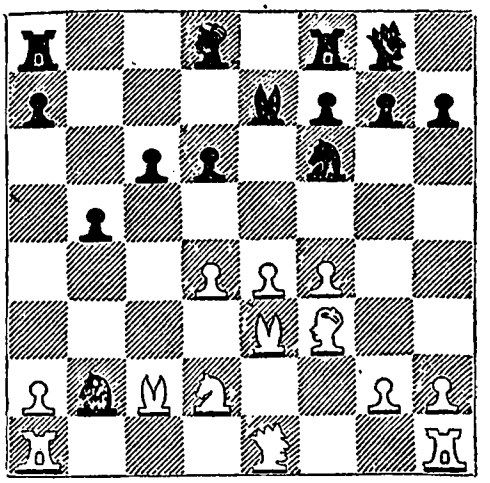
11. *W. Queen's Pawn 1 square.*
B. K. Pawn takes Q. Pawn.



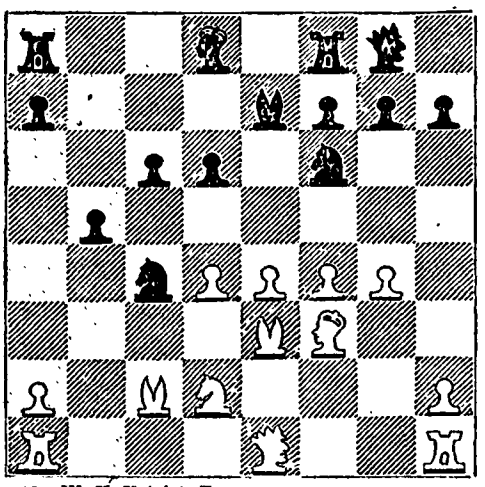
12. *W. Q. Bishop's Pawn retakes Pawn.*
B. King castles.



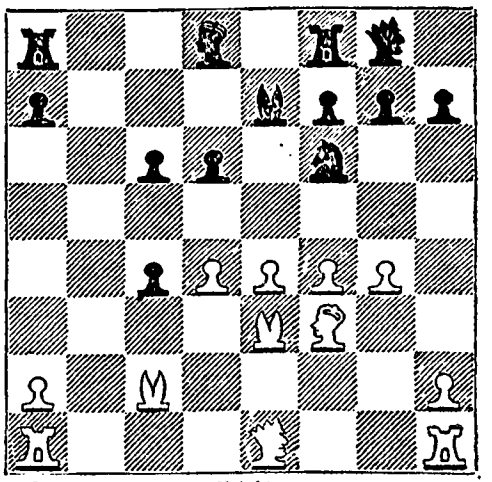
13. *W. Q. Bishop to King's 3rd.*
B. Q. Knight to Q. Bishop's 5th.



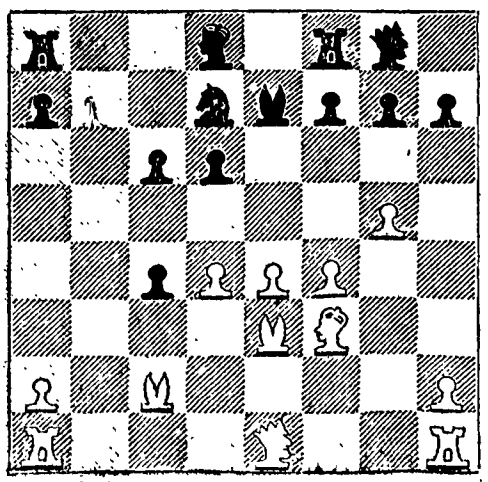
14. *W. Q. Knight to Queen's 2nd.*
B. Q. Knight takes Q. Knight's Pawn.



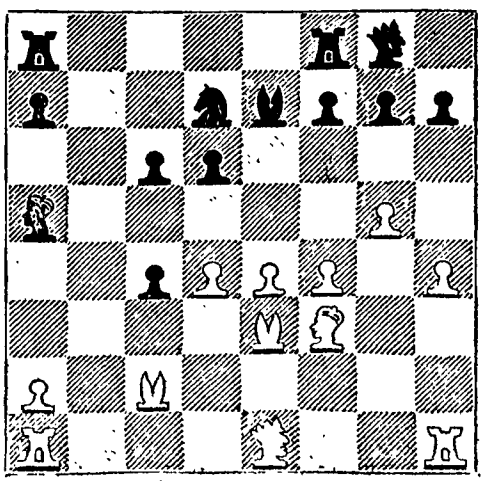
15. *W. K. Knight's Pawn 2 squares.*
B. Q. Knight at Q. Bishop's 5th.



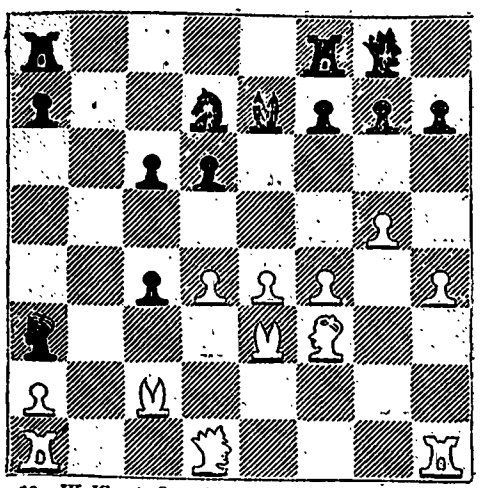
16. *W. Knight takes Knight.*
B. Pawn takes Knight.



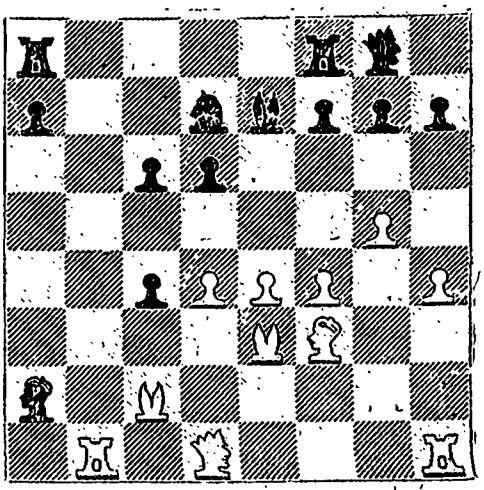
17. *W. K. Knight's Pawn 1 square.*
B. Knight to Queen's 2nd.



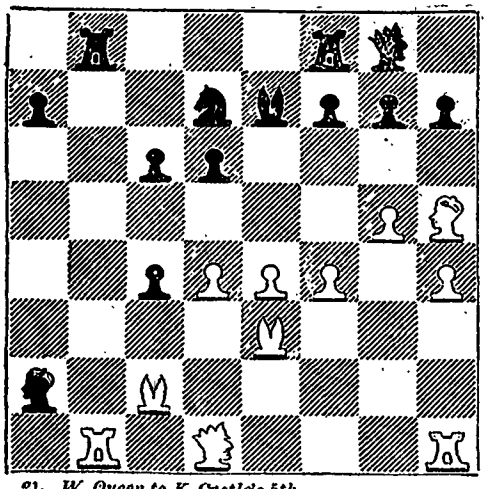
18. *W. K. Castle's Pawn 2 squares.*
B. Queen gives check.



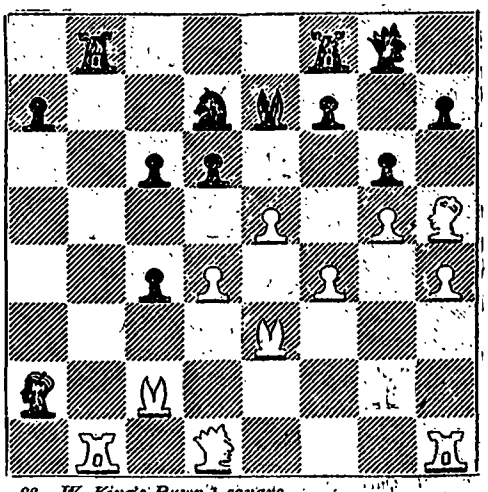
19. *W. King to Queen's square.*
B. Queen to Q. Castle's 6th.



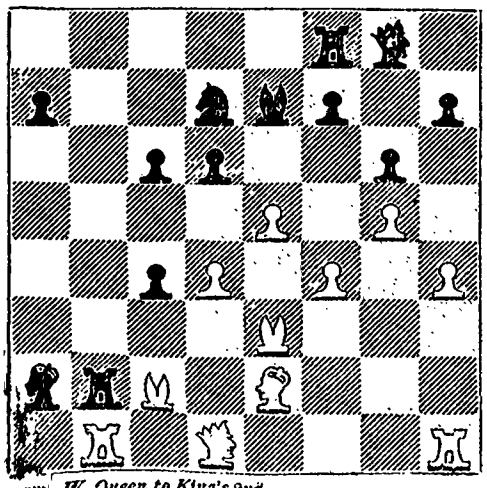
20. *W. Q. Castle to Bishop's square.*
B. Queen takes Castle's Pawn.



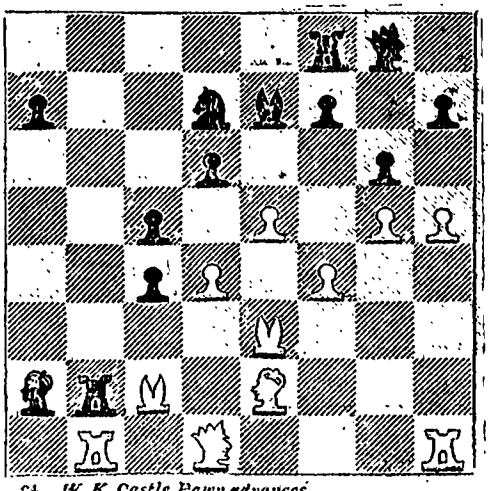
21. *W. Queen to K. Castle's 5th.*
B. Q. Castle to Knight's square.



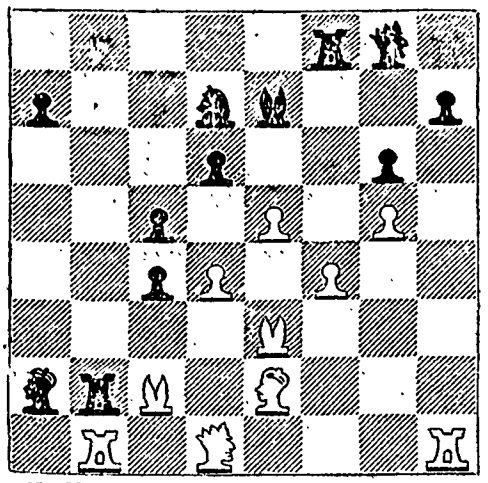
22. *W. King's Pawn 1 square.*
B. K. Knight's Pawn 1 square.



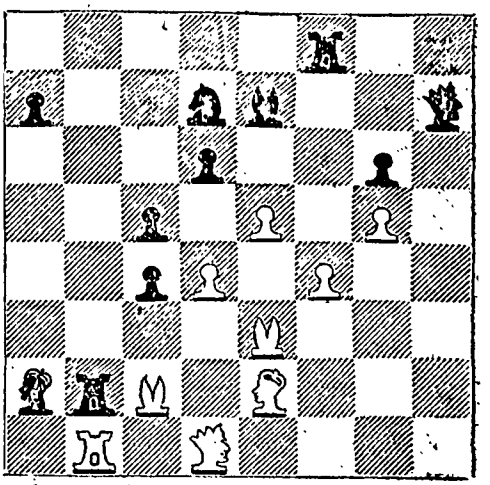
23. *W. Queen to King's 2nd.*
B. Q. Castle to white Q. Knight's 2nd.



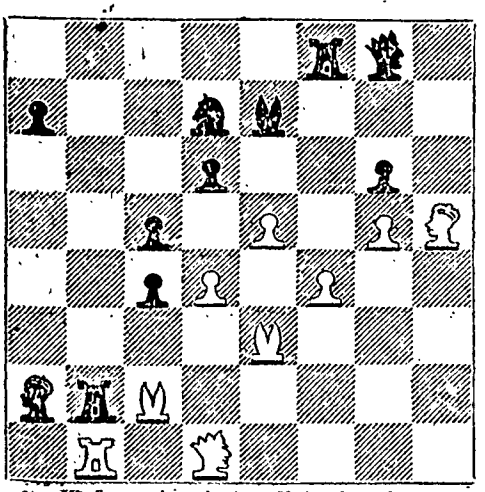
24. *W. K. Castle Pawn advances.*
B. Q. Bishop's Pawn 1 square.



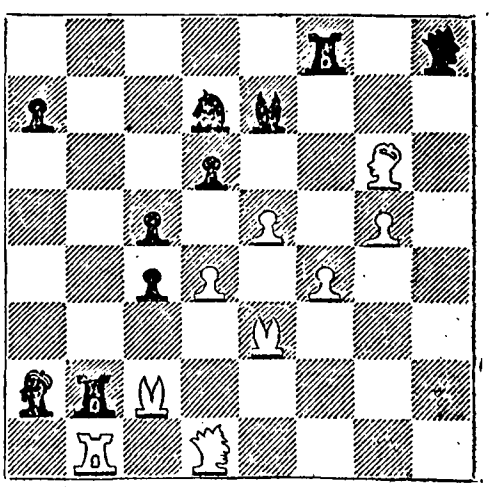
25. *W. Castle's Pawn takes Pawn.*
B. K. Bishop's Pawn reprises.



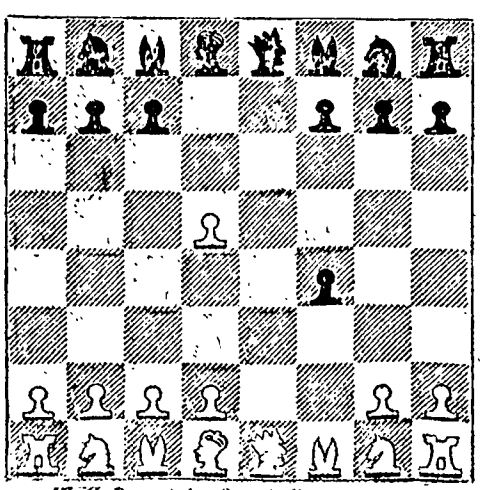
26. *W. K. Castle takes Pawn.*
B. King takes Castle.



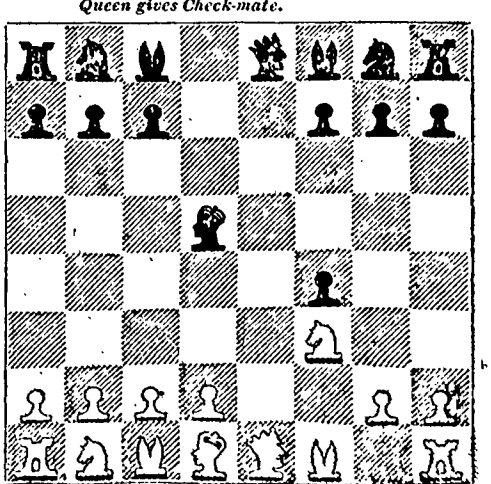
27. *W. Queen gives check at K. Castle's 5th.*
B. King to Knight's square.



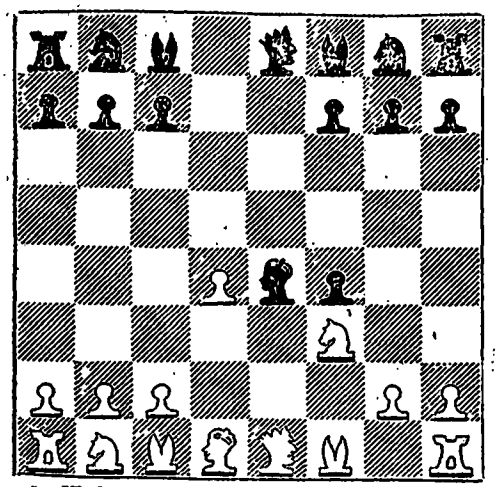
28. *W. Queen takes Pawn, and gives check.*
B. King to Castle's square, and next move the Queen gives Check-mate.



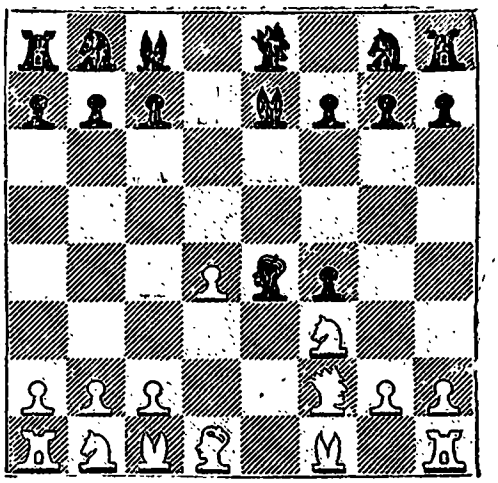
3. *W. K. Pawn takes Queen's Pawn.*
B. King's Pawn takes Bishop's Pawn.



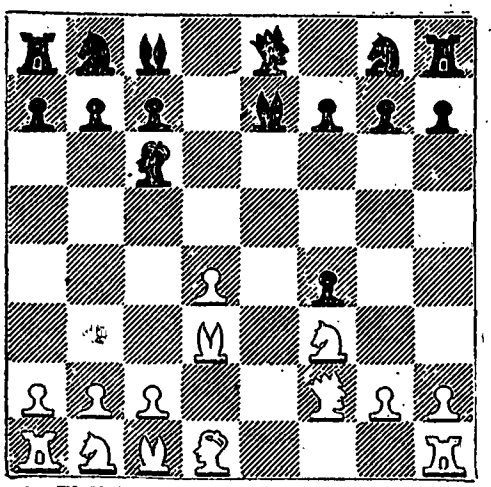
4. *W. K. Knight to Bishop's 3rd.*
B. Queen takes Pawn.



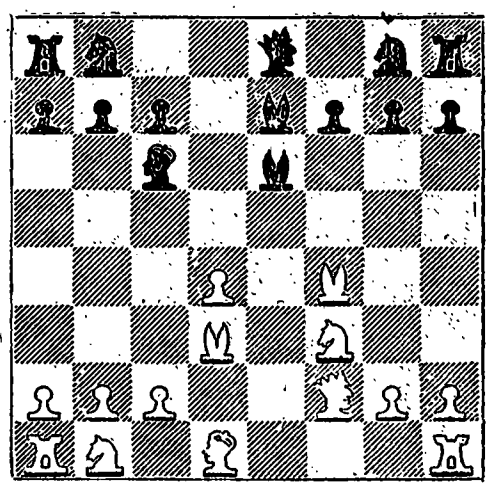
5. *W. Queen's Pawn 2 squares.*
B. Queen gives check at King's 5th.



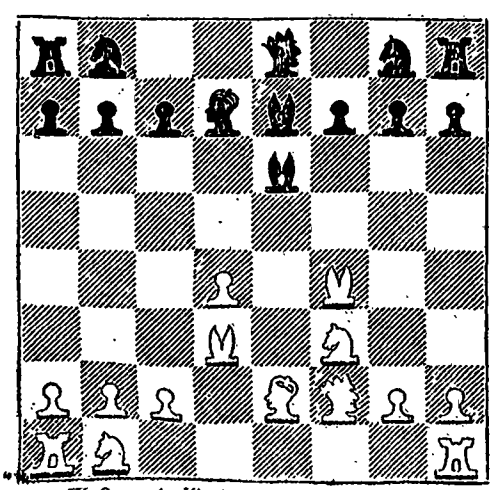
6. *W. King to Bishop's 2nd.*
B. K. Bishop to King's 2nd.



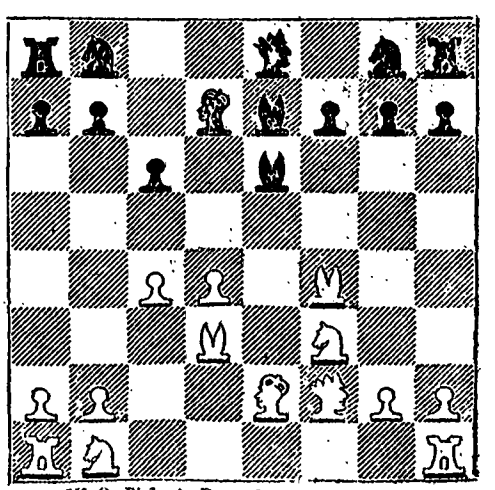
7. *W. K. Bishop to Queen's 3rd.*
B. Queen to her Bishop's 3rd.



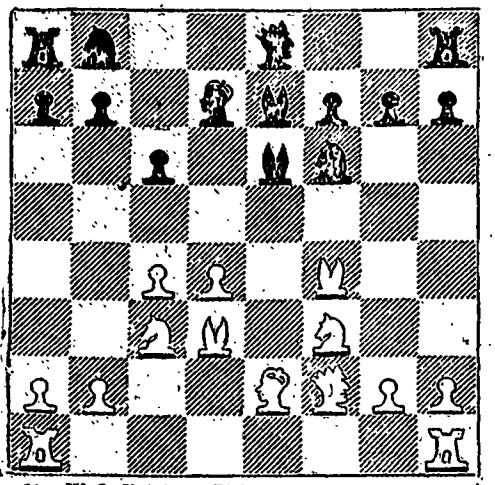
8. *W. Q. Bishop takes Pawn.*
B. Q. Bishop to King's 3rd.



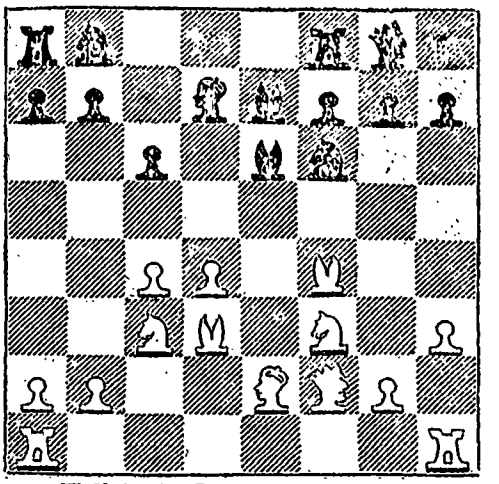
9. *W. Queen to King's 2nd.*
B. Queen to her 2nd square.



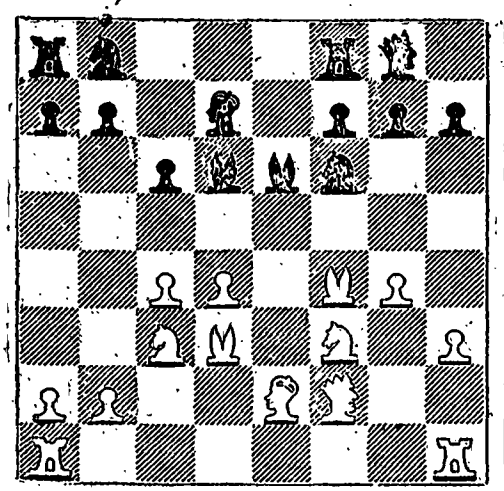
10. *W. Q. Bishop's Pawn 2 squares.*
B. Q. Bishop's Pawn 1 square.



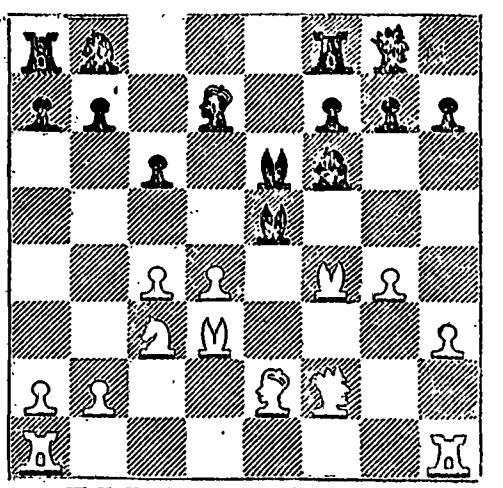
11. *W. Q. Knight at Bishop's 3rd.*
B. K. Knight at Bishop's 3rd.



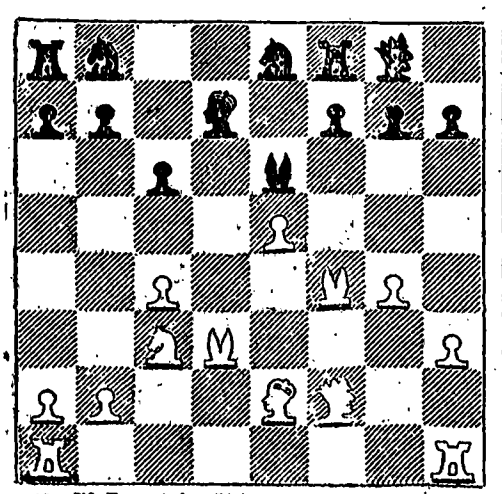
12. *W. K. Castle's Pawn 1 square.*
B. King castles.



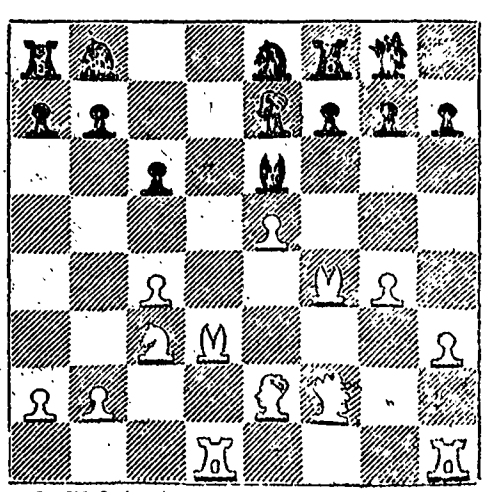
13. *W. K. Knight's Pawn 2 squares.*
B. K. Bishop to Queen's 3rd.



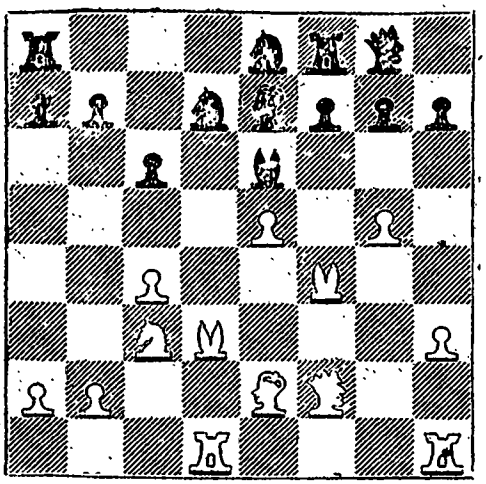
14. *W. K. Knight to King's 5th.*
B. Bishop takes Knight.



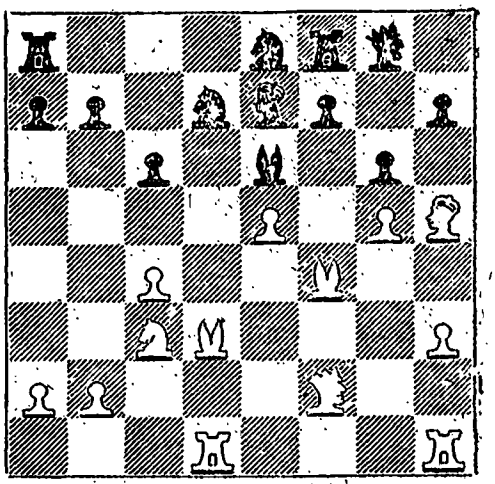
15. *W. Pawn takes Bishop.*
B. K. Knight to King's square.



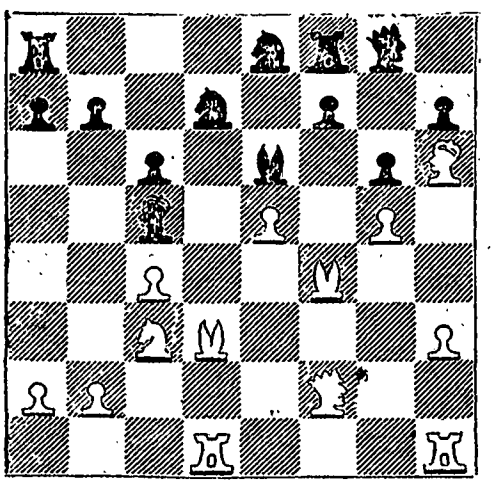
16. *W. Q. Castle to Queen's square.*
B. Queen to King's 2nd.



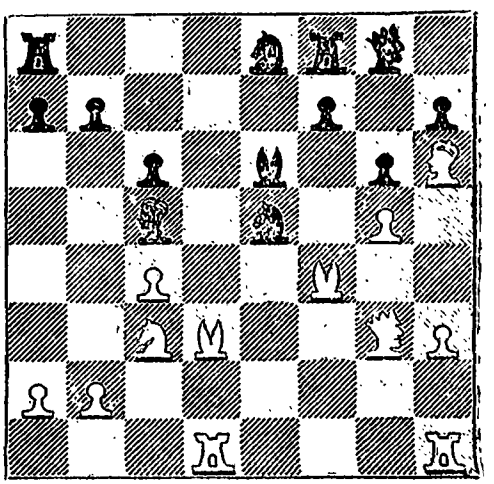
17. *W. K. Knight's Pawn advances.*
B. Q. Knight to Queen's 2nd.



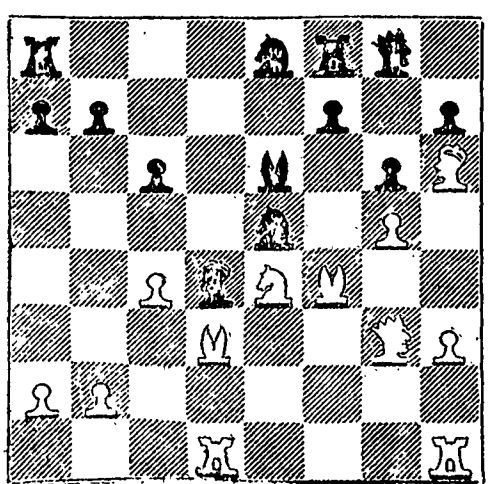
18. *W. Queen to K. Castle's 5th.*
B. K. Knight's Pawn 1 square.



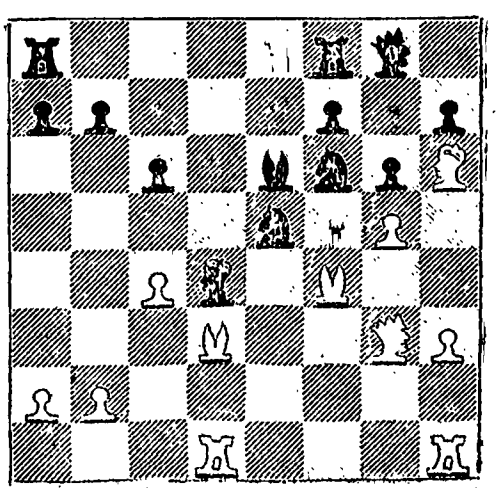
19. *W. Queen to black King's Castle's 3rd.*
B. Queen gives check.



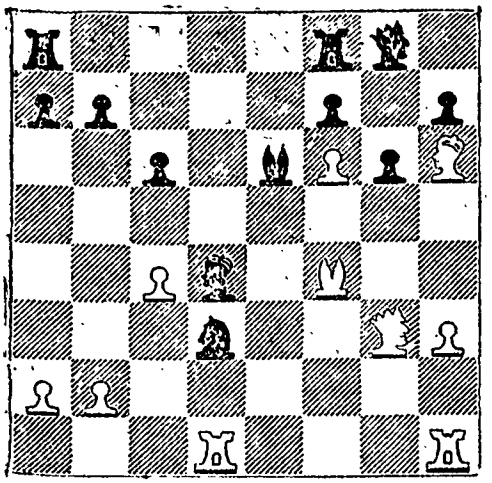
20. *W. King to Knight's 3rd.*
B. Q. Knight takes Pawn.



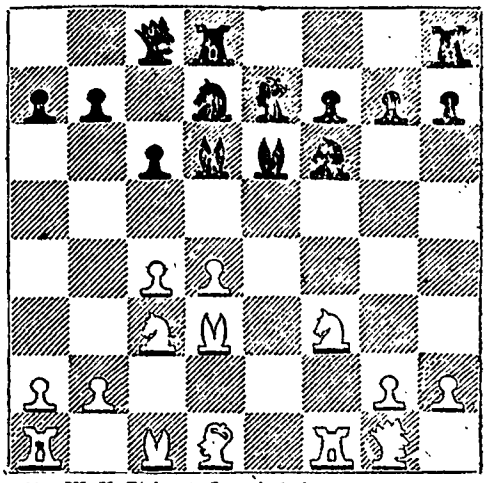
21. *W. Knight to King's 4th.*
B. Queen to her 5th.



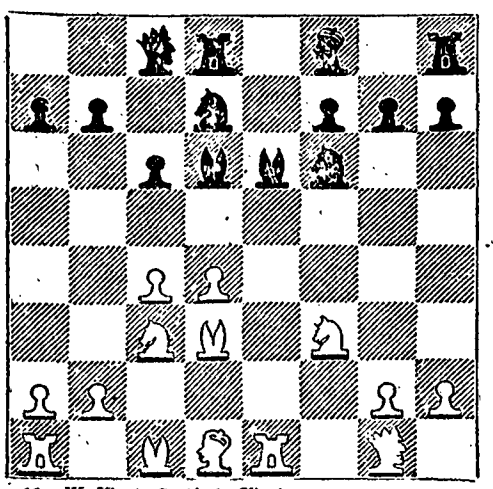
22. *W. Knight gives check at black K. Bishop's 3rd.*
B. Knight takes Knight.



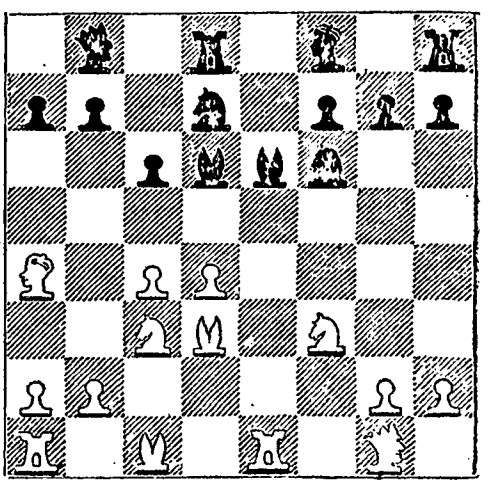
23. *W. Pawn takes Knight. B. Knight takes Bishop. When white Queen will give Check-mate.*



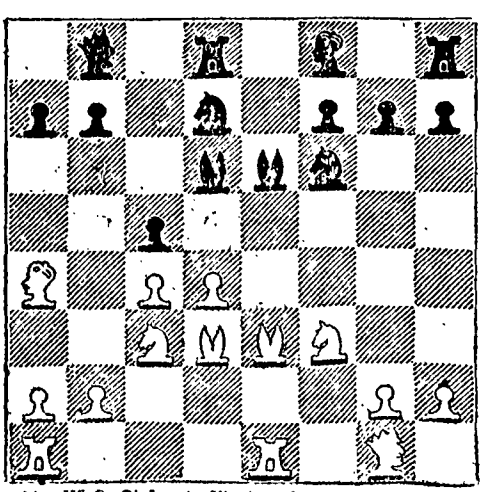
11. *W. K. Bishop to Queen's 3rd. B. King castles on his Queen's side.*



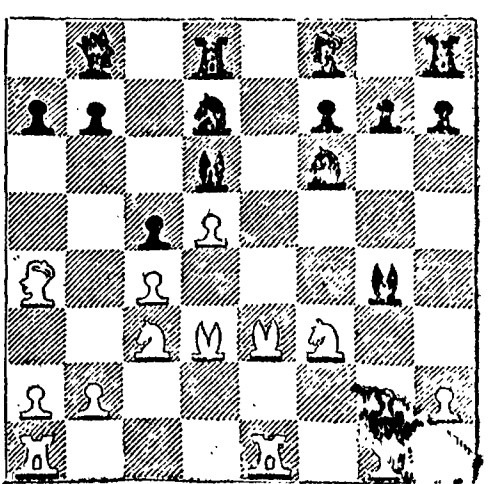
12. *W. King's Castle to King's square. B. Queen retires to K. Bishop's square.*



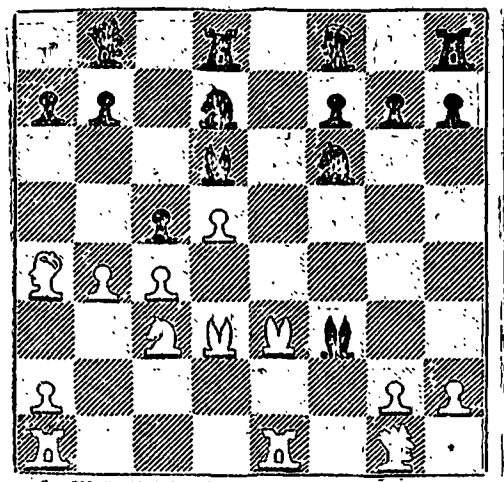
13. *W. Queen to her Castle's 4th. B. King to Q. Knight's square.*



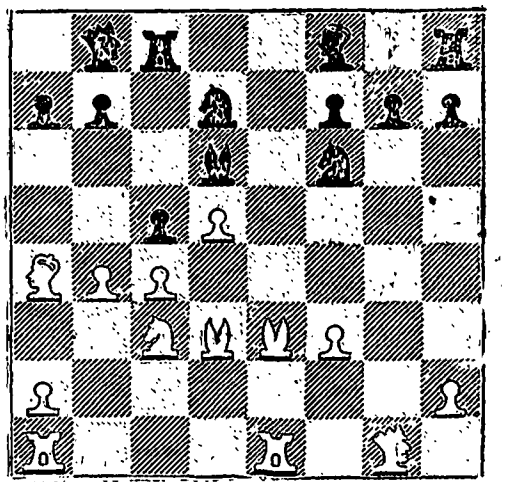
14. *W. Q. Bishop to King's 3rd. B. Q. Bishop's Pawn 1 square.*



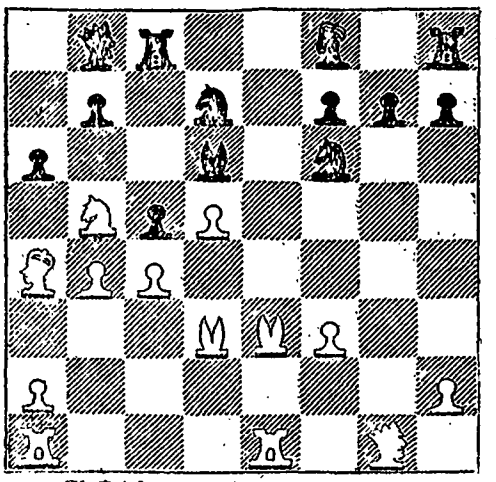
15. *W. Queen's Pawn advances. B. Q. Bishop at K. Knight's 5th.*



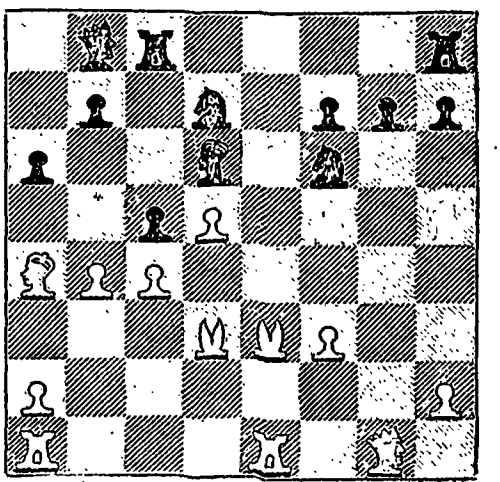
16. *W. Q. Knight's Pawn 2 squares.*
B. Bishop takes Knight.



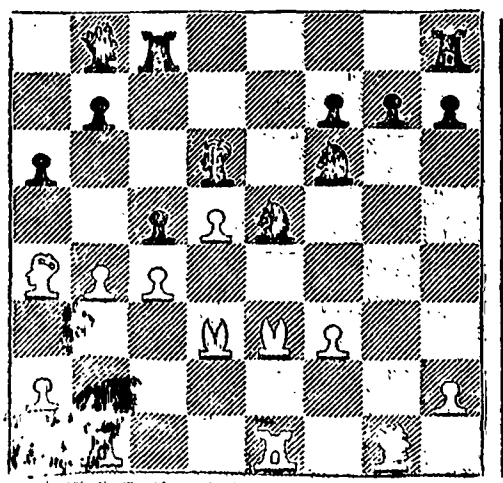
17. *W. Pawn takes Bishop.*
B. Q. Castle to Bishop's square.



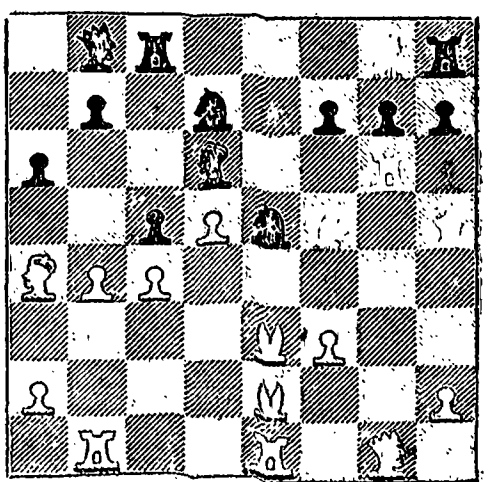
18. *W. Knight to his 5th square.*
B. Q. Castle's Pawn 1 square.



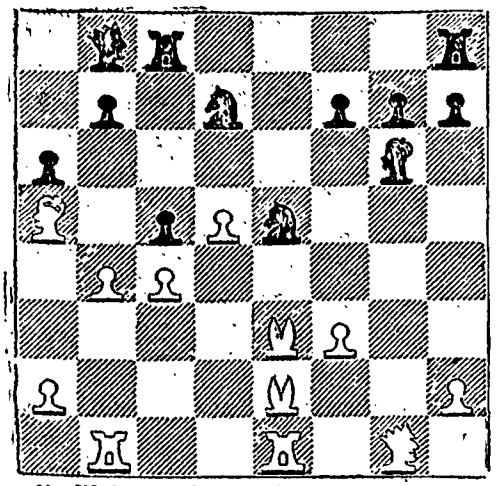
19. *W. Knight takes Bishop.*
B. Queen takes Knight.



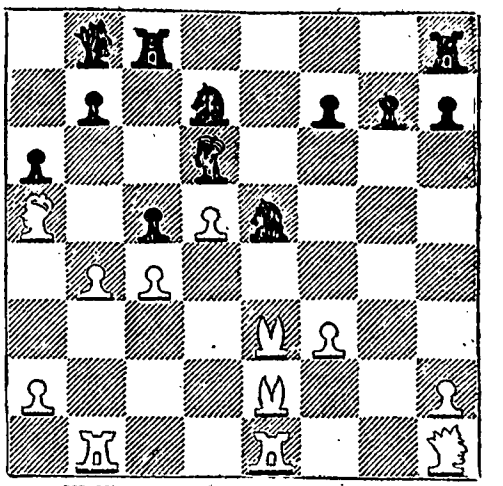
20. *W. Q. Castle to Knight's square.*
B. Knight to King's 4th.



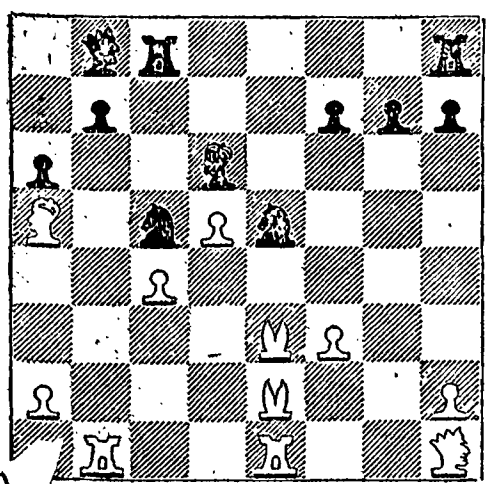
21. *W. Bishop to King's 2nd.*
B. K. Knight to Queen's 2nd.



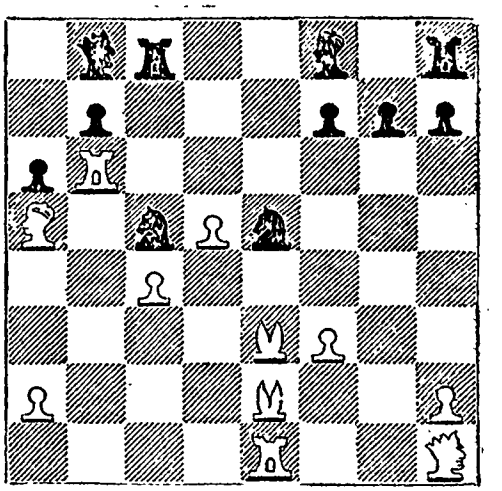
22. *W. Queen to Castle's 5th.*
B. Queen gives check at K. Knight's 3rd.



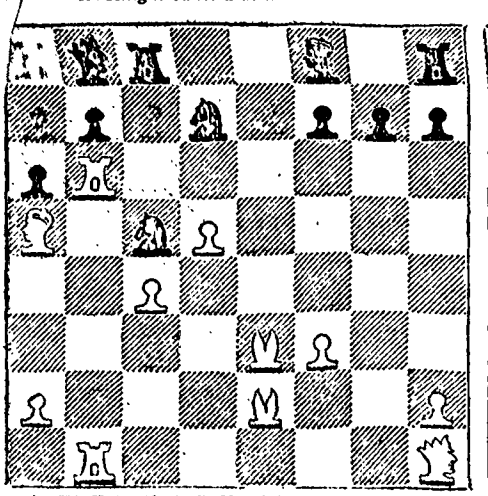
23. *W. King to Castle's square.*
B. Queen to her 3rd square.



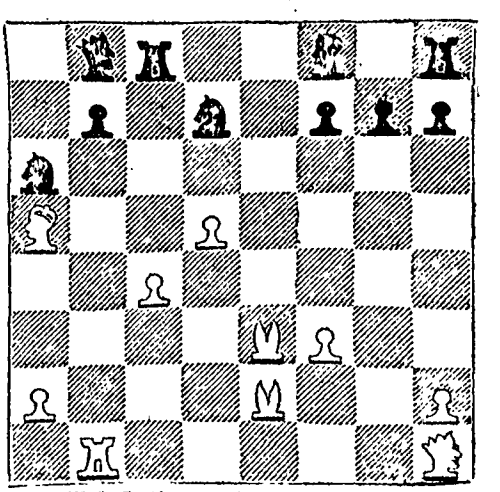
24. *W. Pawn takes Pawn.*
B. K. Knight takes Pawn.



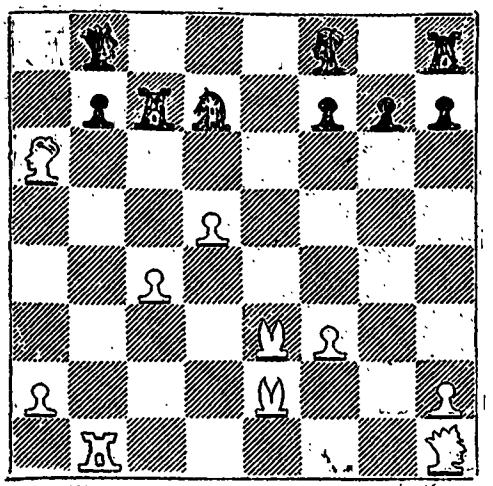
25. *W. Q. Castle to Knight's 6th.*
B. Queen to K. Bishop's square.



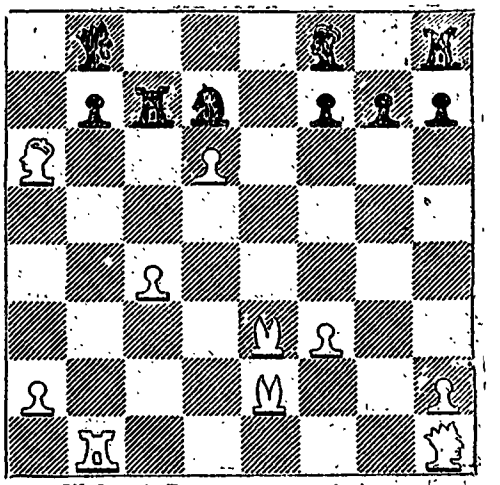
26. *W. K. Castle to Q. Knight's square.*
B. Q. Knight to Queen's 2nd.



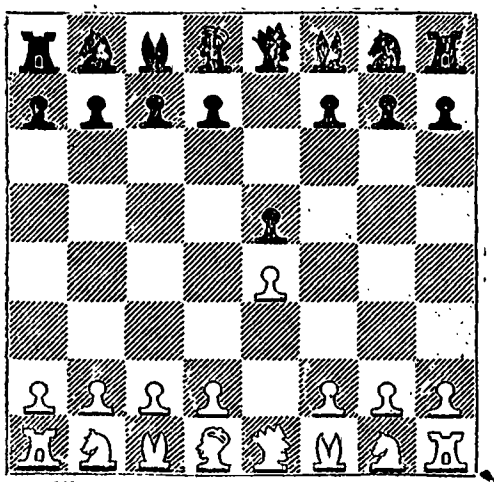
27. *W. Q. Castle takes Castle's Pawn.*
B. Knight takes Castle.



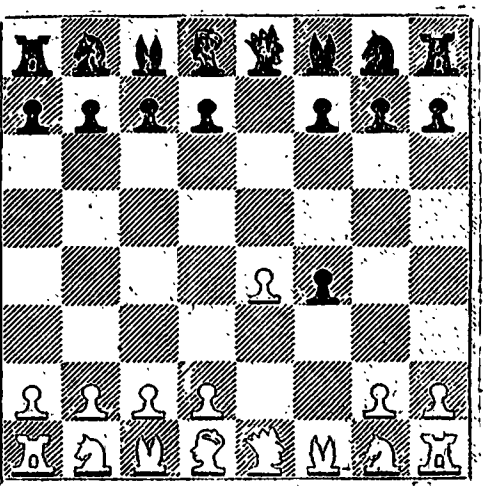
28. *W. Queen takes Knight.*
B. Q. Castle to Bishop's 2nd.



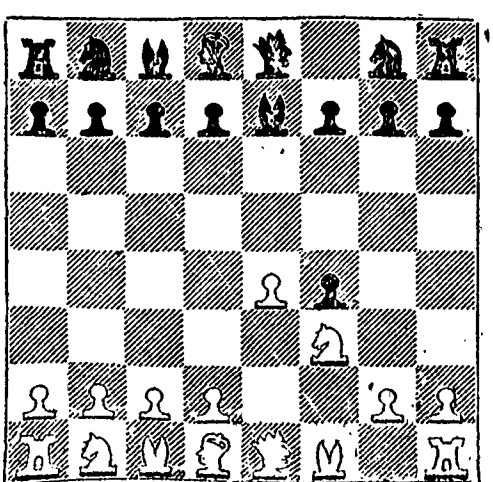
29. *W. Queen's Pawn advances and wins.*



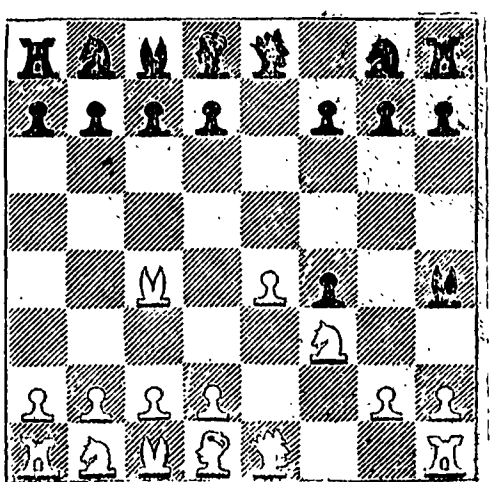
1. *W. King's Pawn 2 squares.*
B. the same.



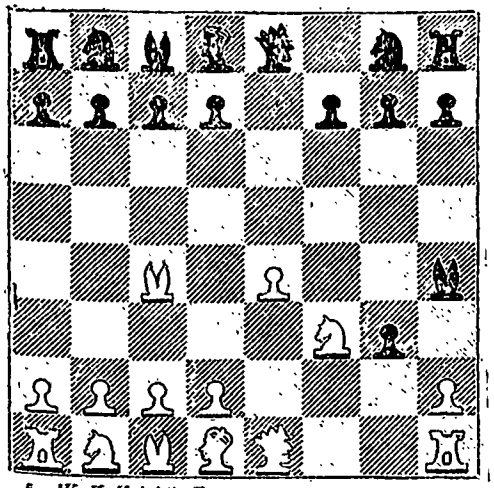
2. *W. K. Bishop's Pawn 2 squares.*
B. K. Pawn takes Pawn.



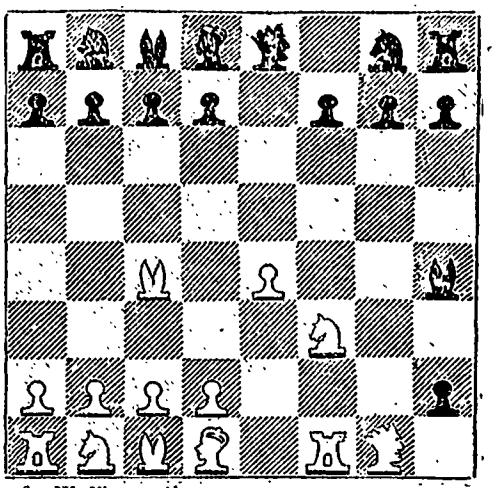
3. *W. K. Knight to Bishop's 3rd.*
B. K. Bishop to King's 2nd.



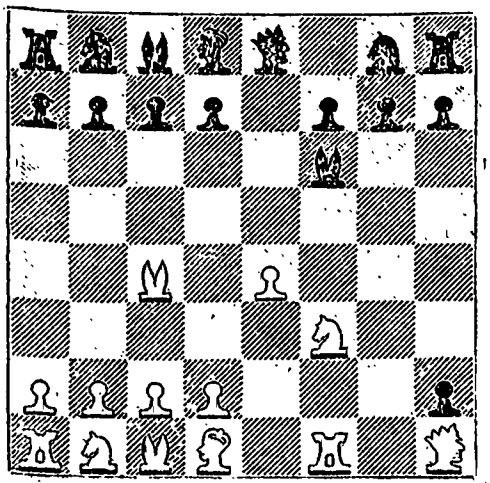
4. *W. K. Bishop to Q. Bishop's 4th.*
B. K. Bishop gives check.



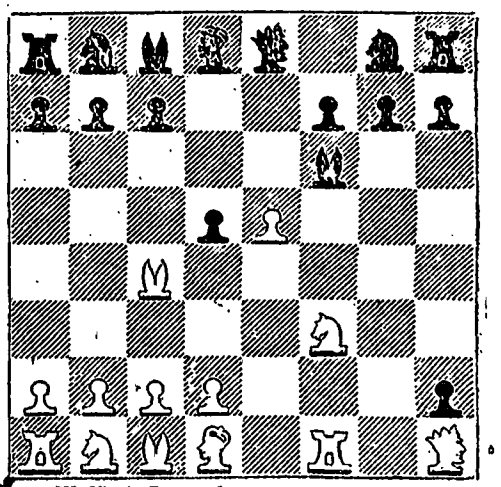
5. *W. K. Knight's Pawn 1 square.*
B. Pawn takes Pawn.



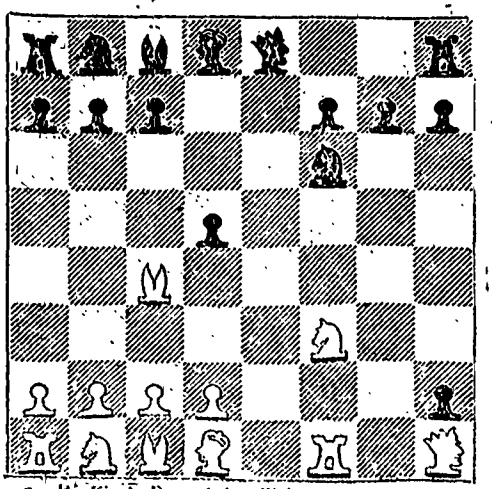
6. *W. King castles.*
B. Pawn takes Castle's Pawn and gives check.



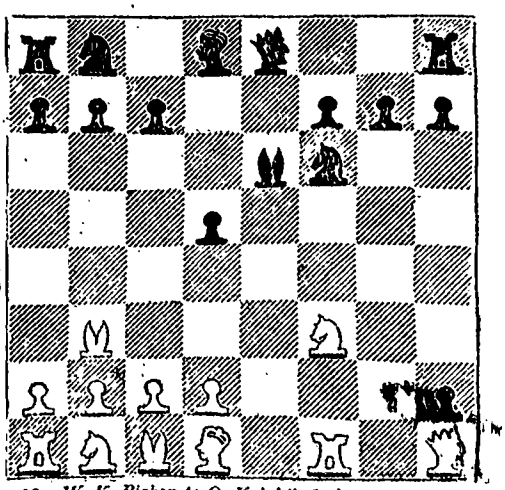
7. *W. King to his Castle's square.*
B. K. Bishop to his 3rd square.



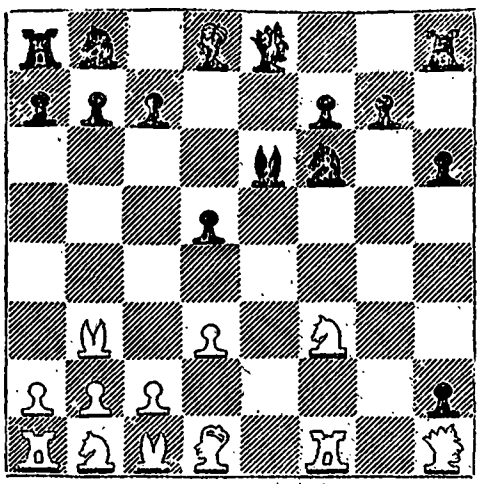
8. *W. King's Pawn advances.*
B. Queen's Pawn 2 squares.



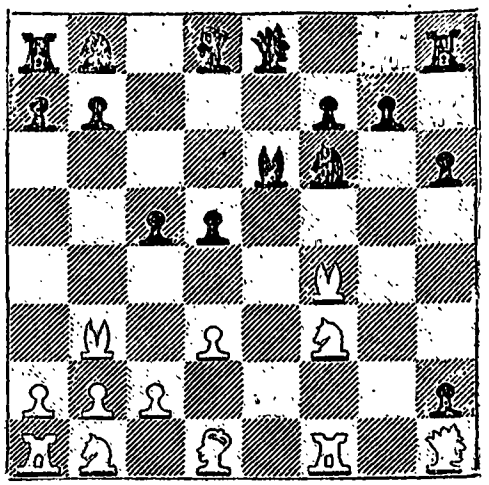
9. *W. King's Pawn takes Bishop.*
B. K. Knight takes Pawn.



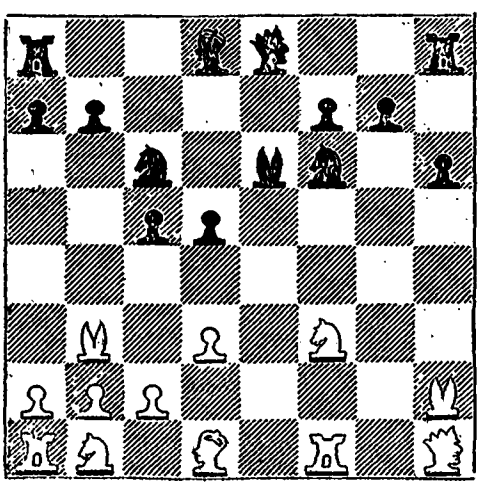
10. *W. K. Bishop to Q. Knight's 3rd.*
Q. Bishop to King's 3rd.



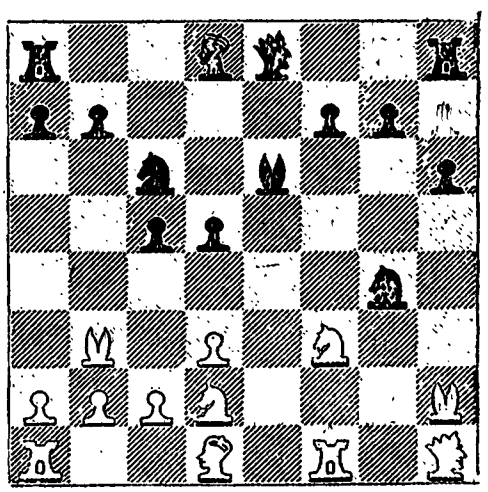
11. *W. Queen's Pawn 1 square.*
B. K. Castle's Pawn 1 square.



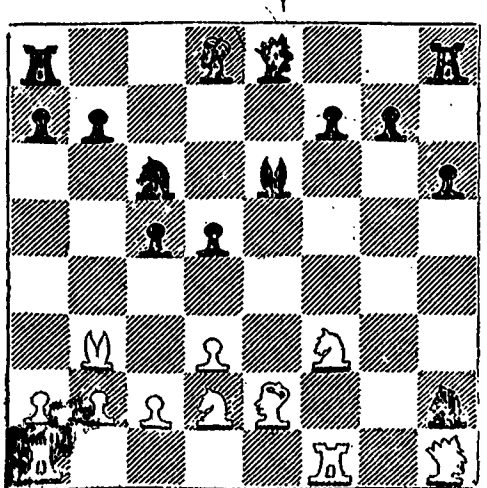
12. *W. Q. Bishop to K. Bishop's 4th.*
B. Q. Bishop's Pawn 2 squares.



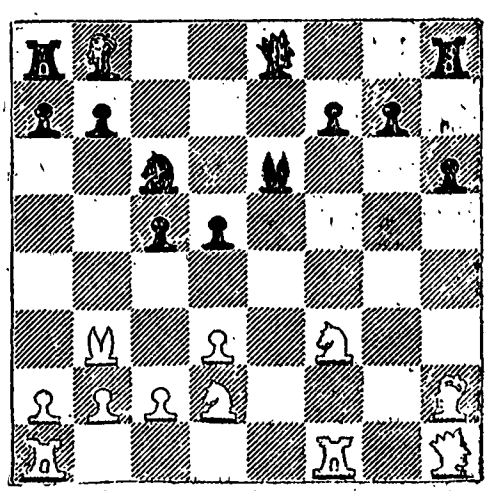
13. *W. Q. Bishop takes Pawn next to King.*
B. Q. Knight to Bishop's 3rd.



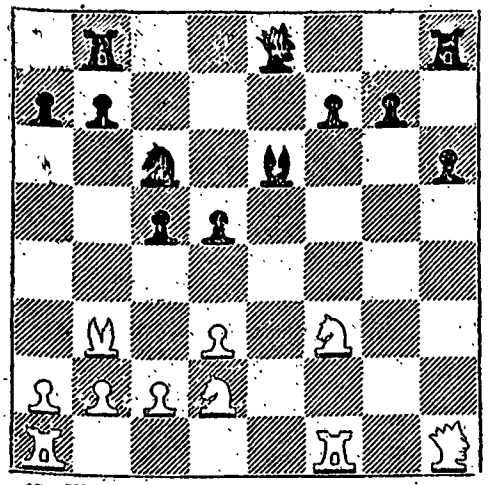
14. *W. Q. Knight to Queen's 2nd.*
B. K. Knight to his 5th.



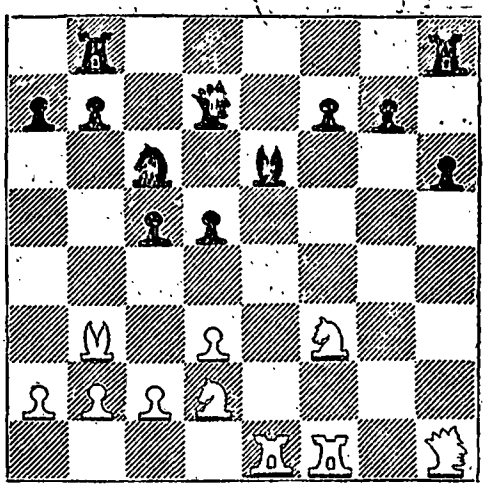
15. *W. Queen to King's 2nd.*
B. Knight takes Bishop.



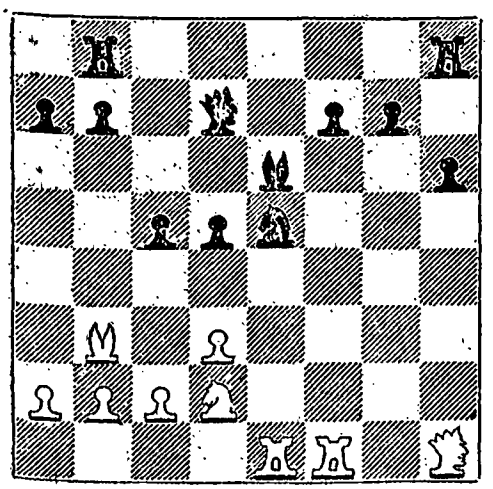
16. *W. Queen takes Knight.*
B. Queen to her Knight's square.



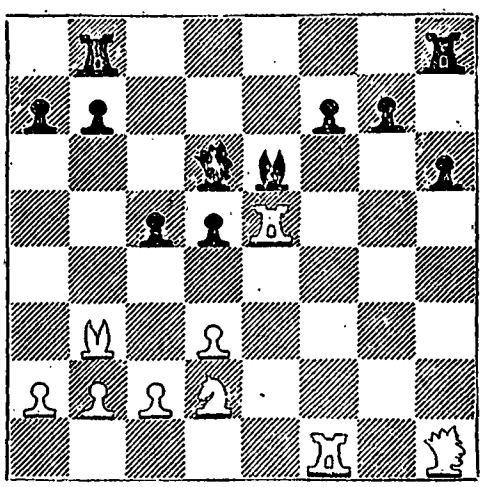
17. *W. Queen takes Queen.*
B. Castle takes Queen.



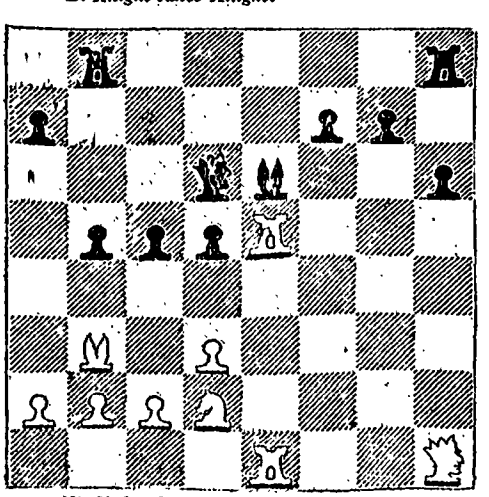
18. *W. Q. Castle to King's square.*
B. King to Queen's 2nd.



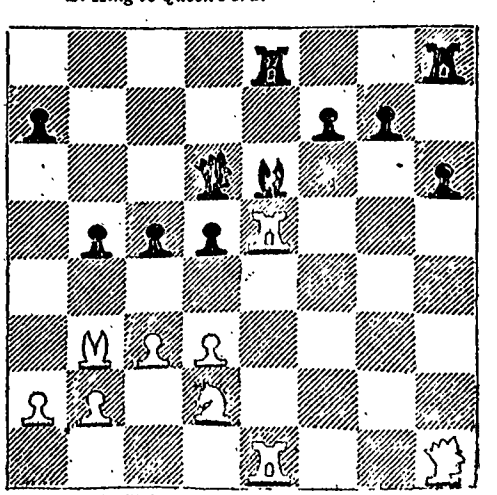
19. *W. K. Knight gives check.*
B. Knight takes Knight.



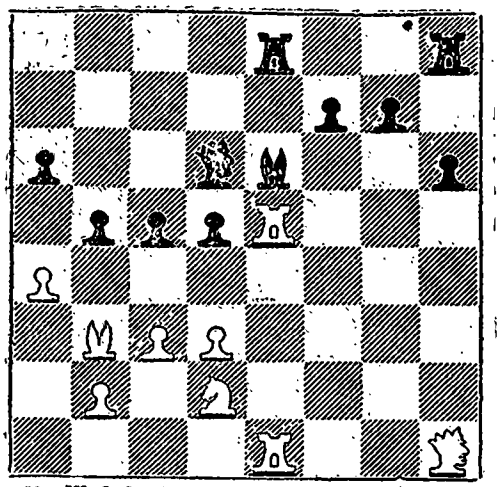
20. *W. Q. Castle takes Knight.*
B. King to Queen's 3rd.



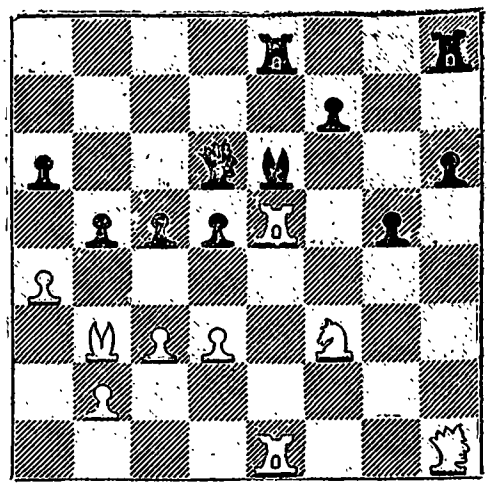
21. *W. K. Castle to King's square.*
B. Q. Knight's Pawn 2 squares.



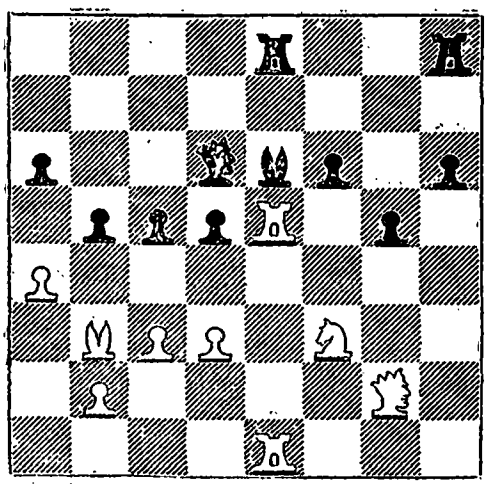
22. *W. Q. Bishop's Pawn 1 square.*
B. Q. Castle to King's square.



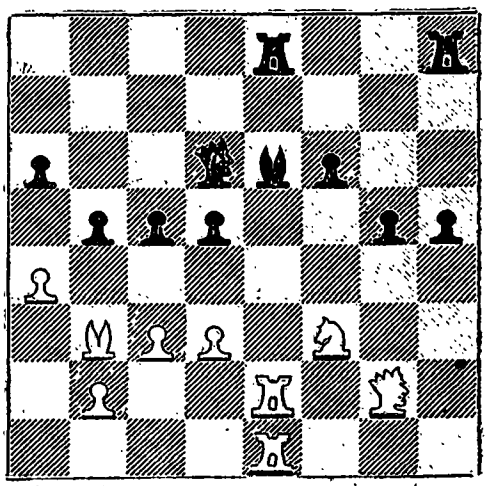
23. *W. Q. Castle's Pawn 2 squares.*
B. Q. Castle's Pawn 1 square.



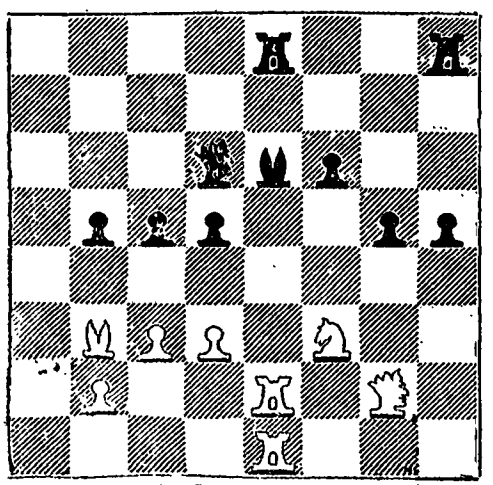
24. *W. Knight to K. Bishop's 3rd.*
B. K. Knight's Pawn 2 squares.



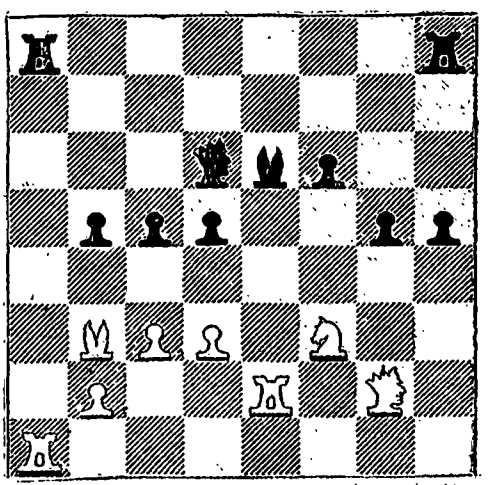
25. *W. King to Knight's 2nd.*
B. K. Bishop's Pawn 1 square.



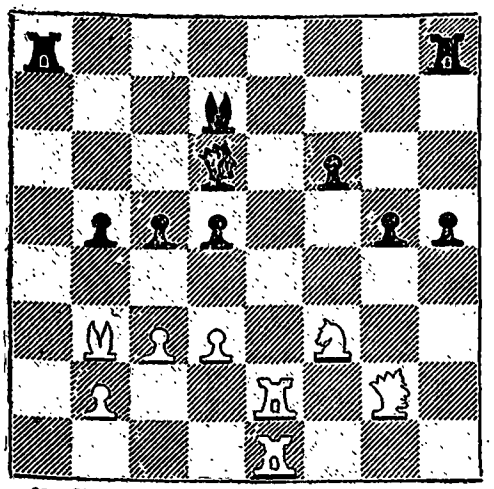
26. *W. Q. Castle to King's 2nd.*
B. K. Castle's Pawn 1 square.



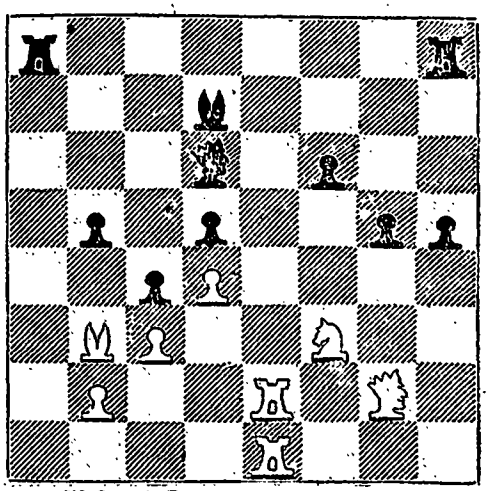
27. *W. Q. Castle's Pawn takes Pawn.*
B. Pawn takes Pawn.



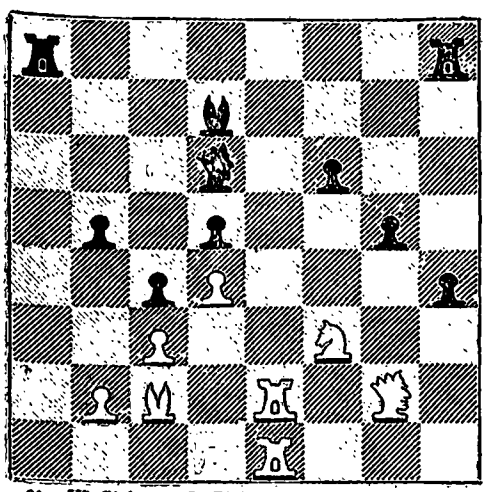
28. *W. K. Castle to Q. Castle's square.*
B. Q. Castle to her own square.



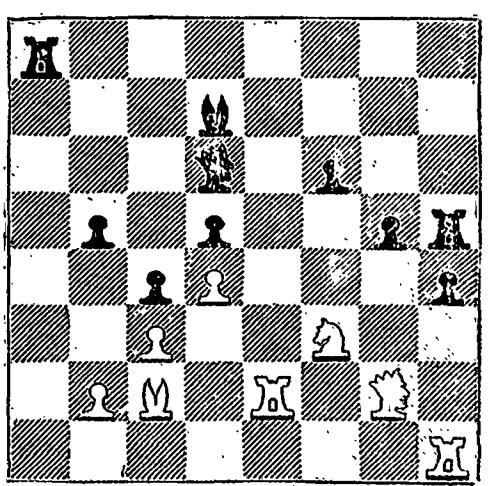
29. *W. K. Castle returns to King's square.*
B. Bishop to Queen's 2nd.



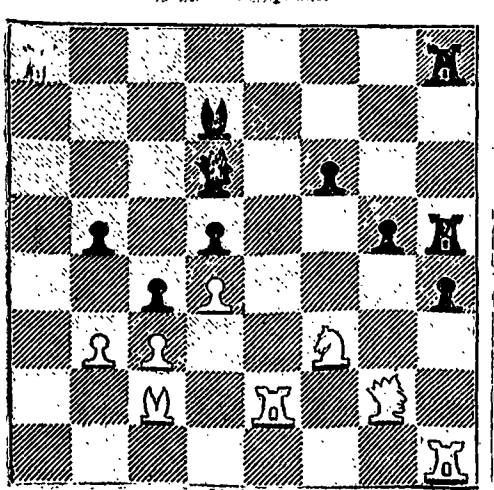
30. *W. Queen's Pawn 1 square.*
B. Q. Bishop's Pawn 1 square.



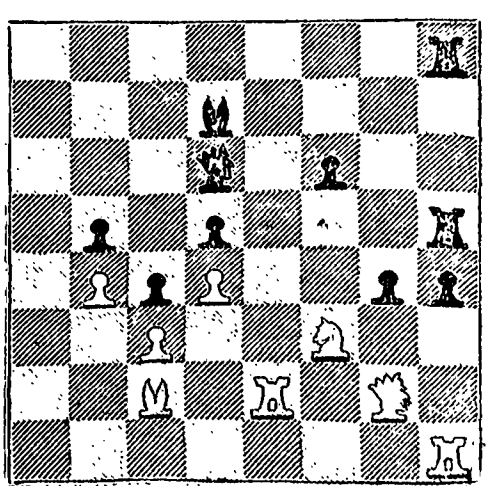
31. *W. Bishop to Q. Bishop's 2nd.*
B. K. Castle's Pawn 1 square.



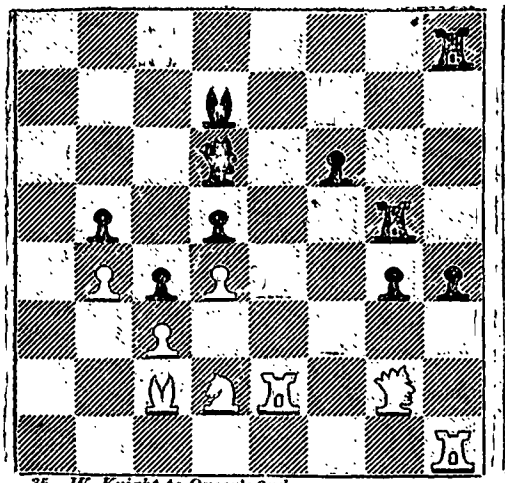
32. *W. K. Castle to his square.*
B. K. Castle to 4th square.



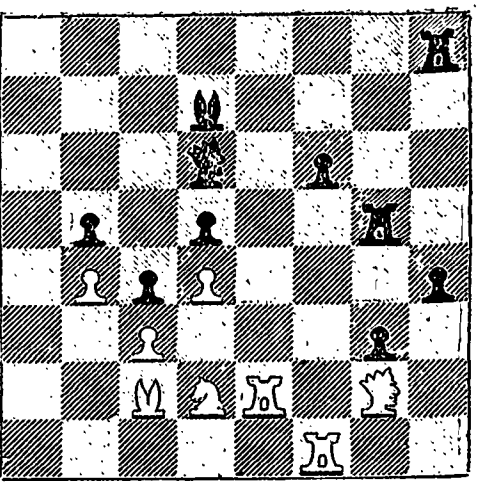
33. *W. Q. Knight's Pawn 1 square.*
B. Q. Castle to K. Castle's square.



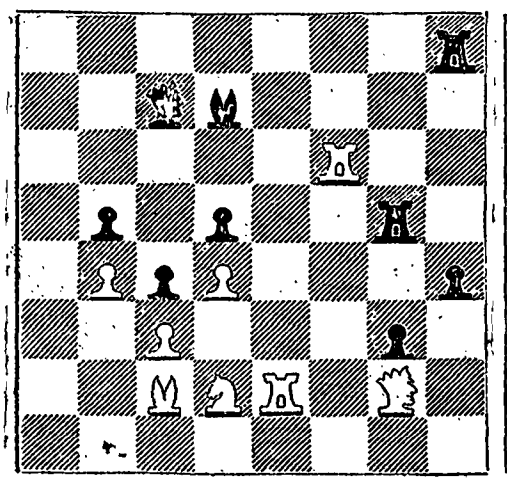
34. *W. Q. Knight's Pawn 1 square.*
B. K. Knight's Pawn 1 square.



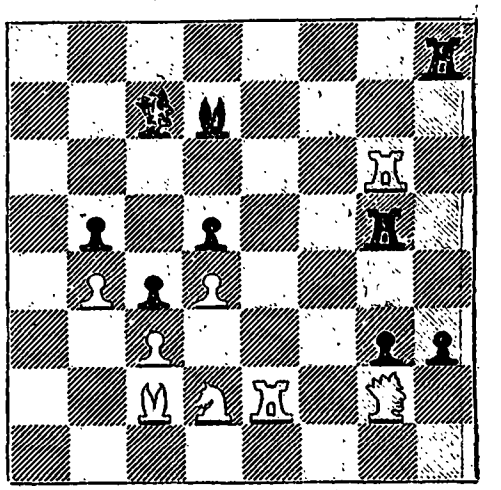
35. *W. Knight to Queen's 2nd.*
B. K. Castle to K. Knight's 4th.



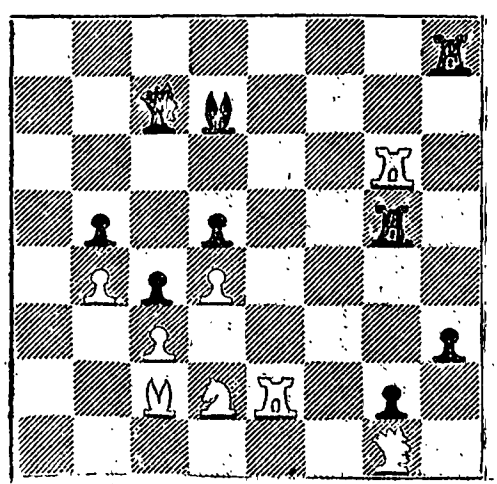
36. *W. K. Castle to K. Bishop's square.*
B. K. Knight's Pawn advances.



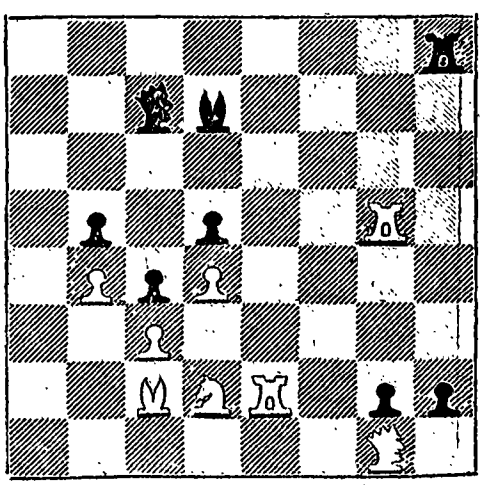
37. *W. Castle takes Pawn, and gives check.*
B. King to Q. Bishop's 2nd.



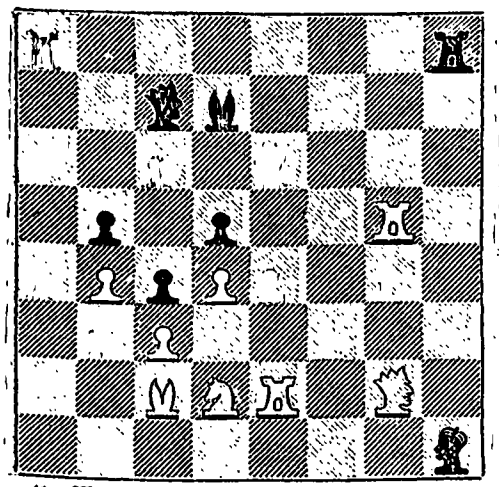
38. *W. K. Castle to K. Knight's 6th.*
B. K. Castle's Pawn gives check.



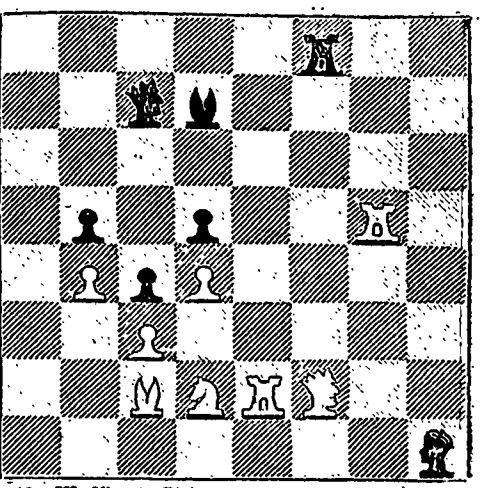
39. *W. King to Knight's square.*
B. K. Knight's Pawn 1 square.



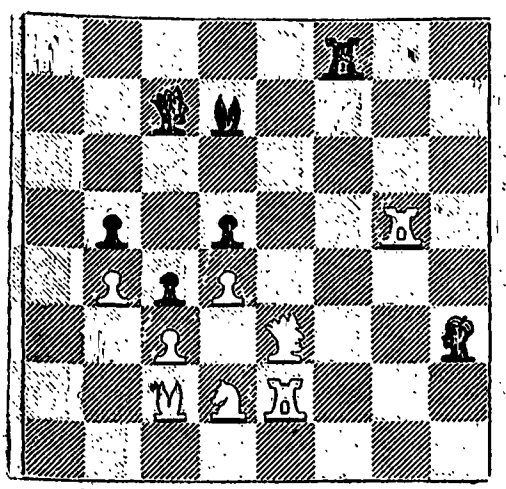
40. *W. Castle takes Castle.*
B. Castle's Pawn gives check.



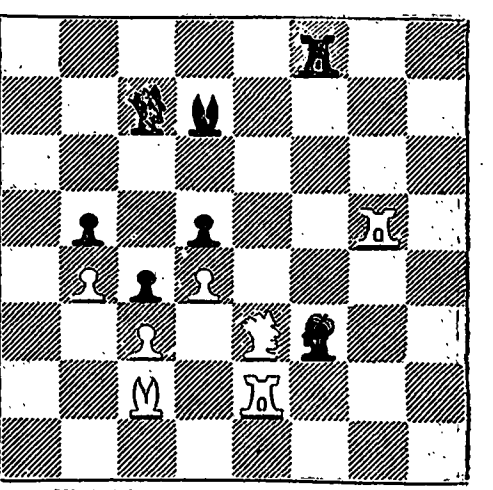
41. *W. King takes Knight's Pawn.*
B. Pawn makes a Queen and checks.



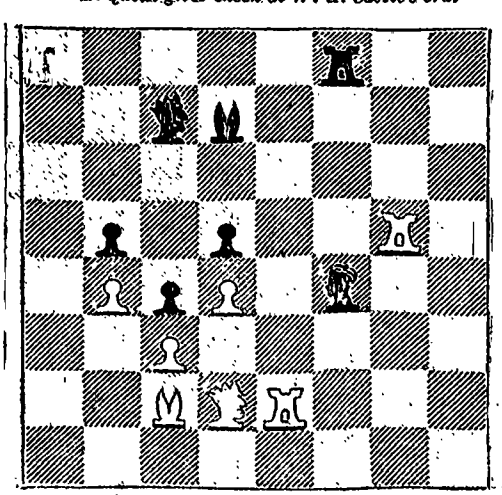
42. *W. King to Bishop's 2nd.*
B. Castle gives check on Bishop's square.



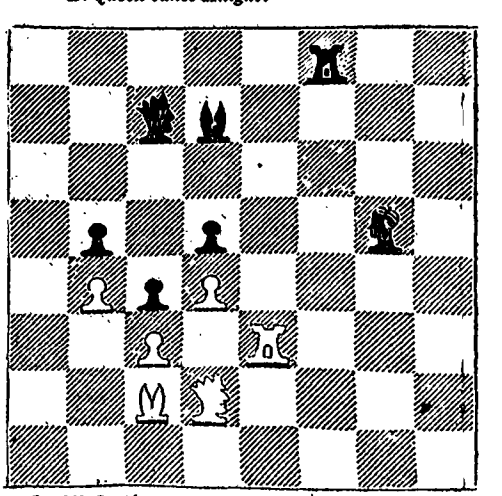
43. *W. King to his 3rd square.*
B. Queen gives check at W. K. Castle's 3rd.



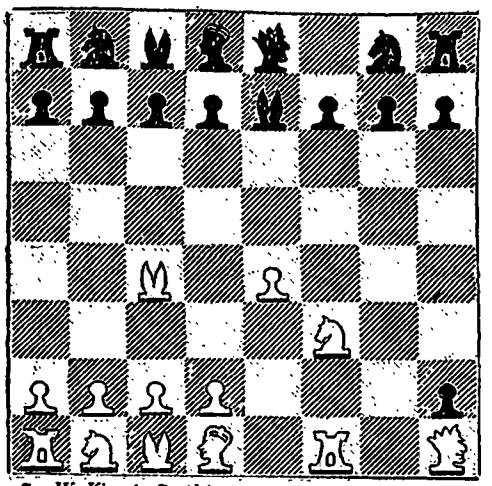
44. *W. Knight covers check.*
B. Queen takes Knight.



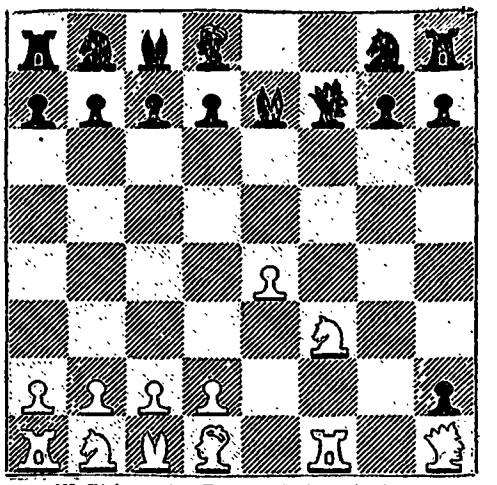
45. *W. King to Queen's 2nd.*
B. Queen to Bishop's 4th, giving check.



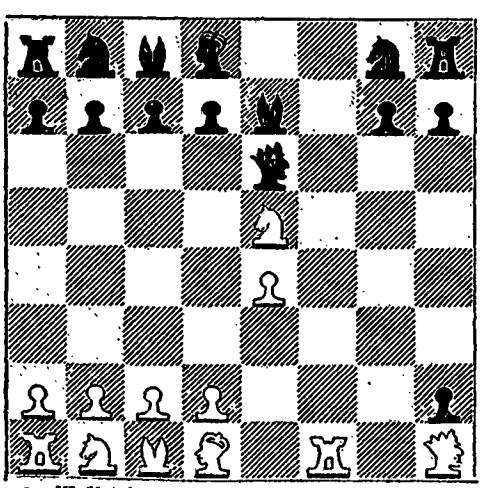
46. *W. Castle covers check.*
B. Queen takes Castle, and gives Check-mate in 2 moves after.



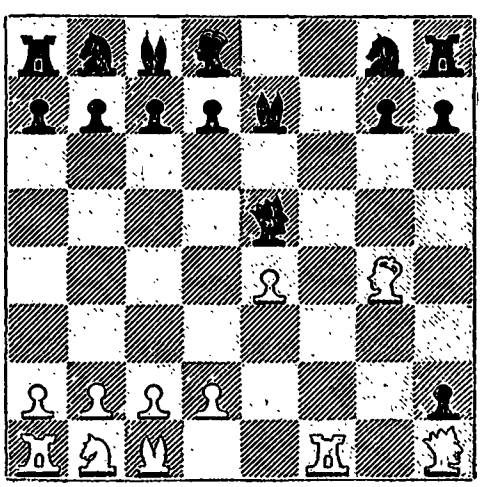
7. *W. King to Castle's square.*
B. Bishop to King's 2nd.



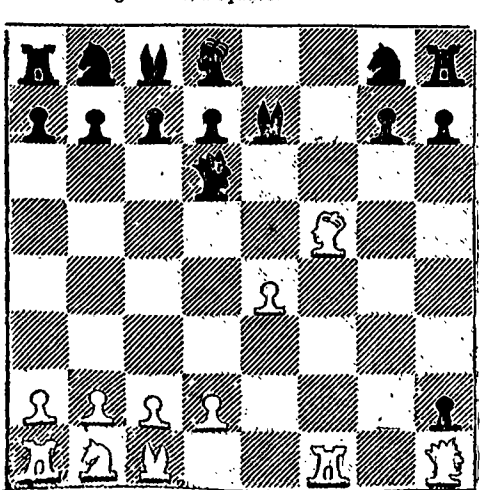
8. *W. Bishop takes Pawn and gives check.*
B. King takes Bishop.



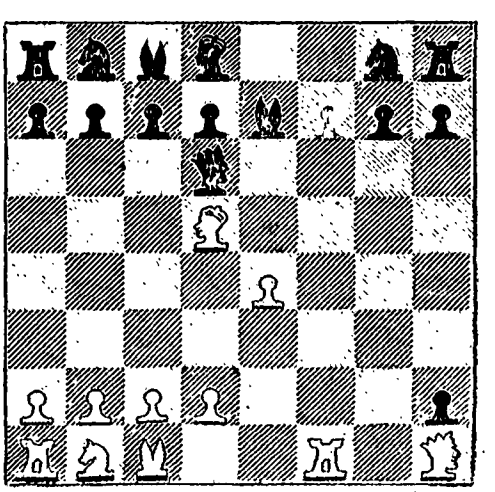
9. *W. Knight to King's 5th, giving double check.*
B. King to his 3rd square.



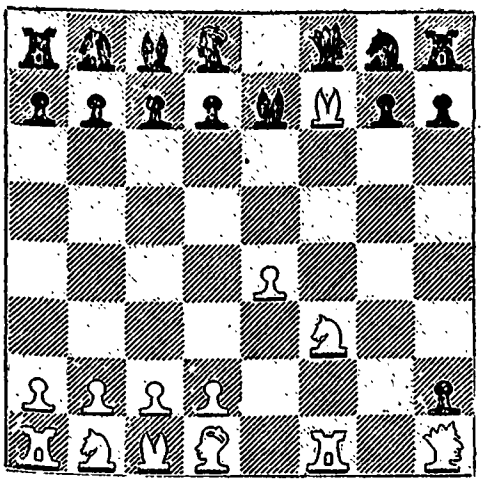
10. *W. Queen gives check at Knight's 4th.*
B. King takes Knight.



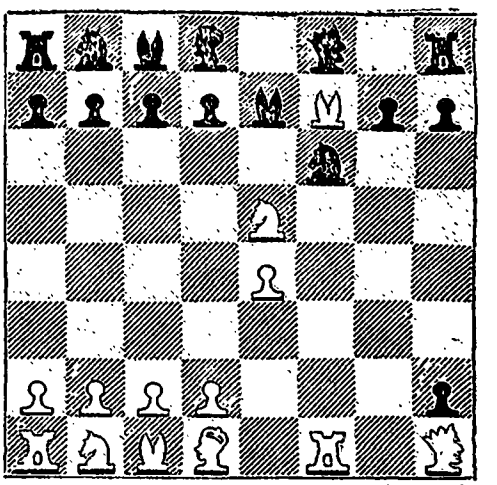
11. *W. Queen gives check at K. Bishop's 5th.*
B. King at Queen's 3rd square.



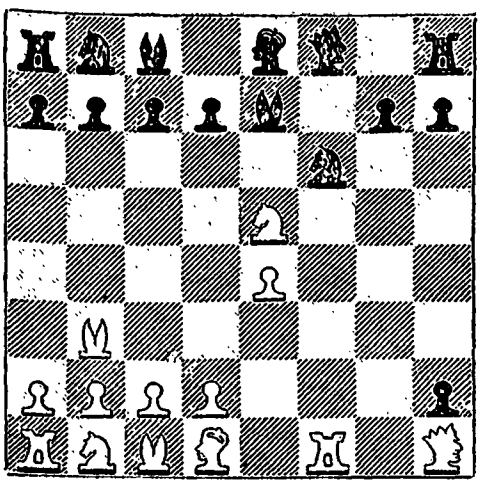
12. *W. Queen gives Check-mate at Queen's 5th.*



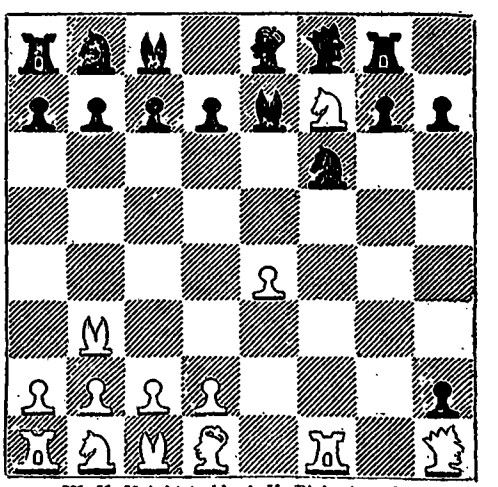
8. *W. K. Bishop takes Pawn, and gives check.*
B. King to Bishop's square.



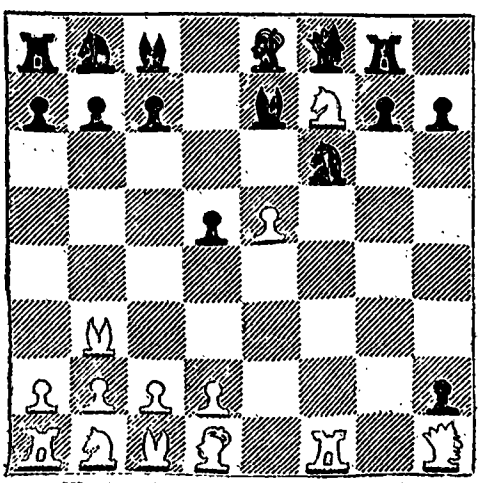
9. *W. K. Knight to King's 5th.*
B. K. Knight to K. Bishop's 3rd.



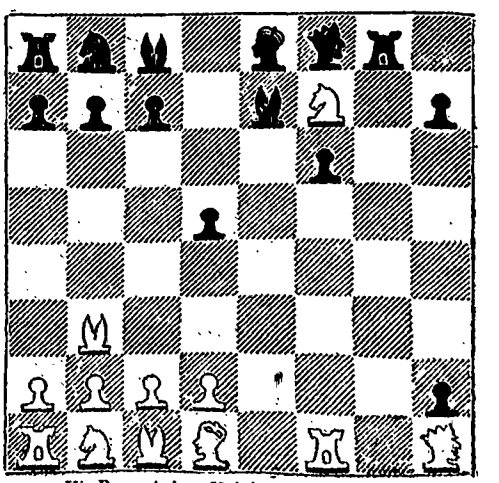
10. *W. K. Bishop to Q. Knight's 3rd.*
B. Queen to King's square.



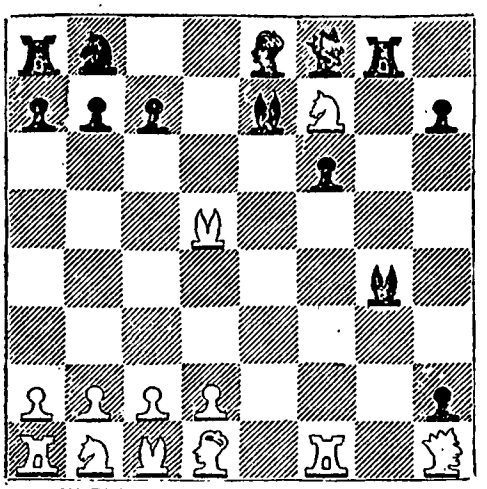
11. *W. K. Knight to black K. Bishop's 2nd.*
B. K. Castle to Knight's square.



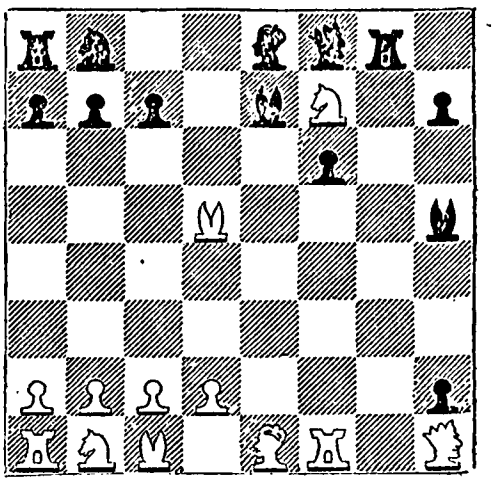
12. *W. King's Pawn advances.*
B. Queen's Pawn 2 squares.



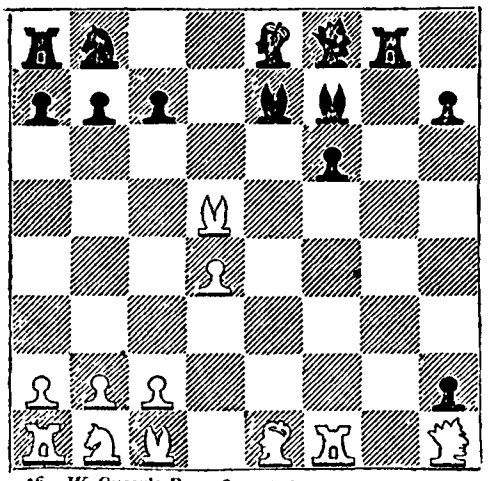
13. *W. Pawn takes Knight.*
B. Pawn takes Pawn.



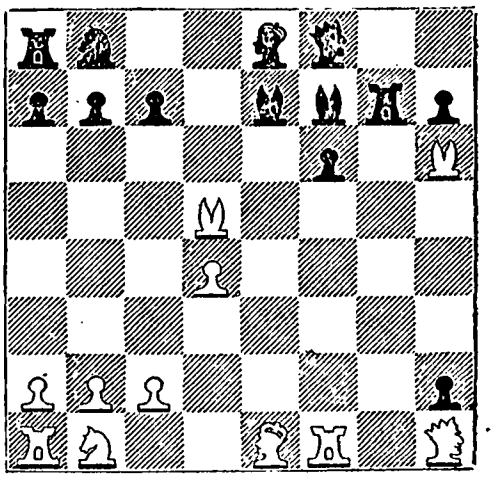
14. *W. Bishop takes Pawn.*
B. Q. Bishop to K. Knight's 5th.



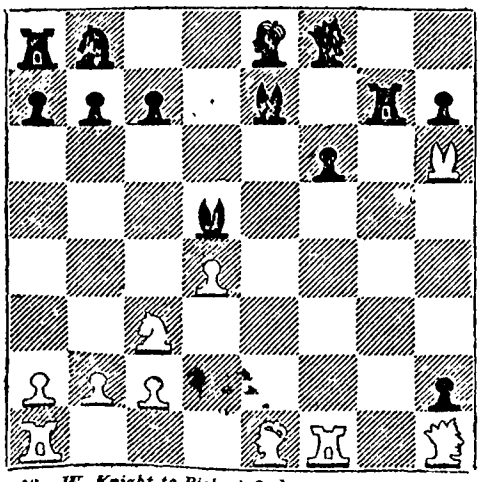
15. *W. Queen to King's square.*
B. Q. Bishop to K. Castle's 4th.



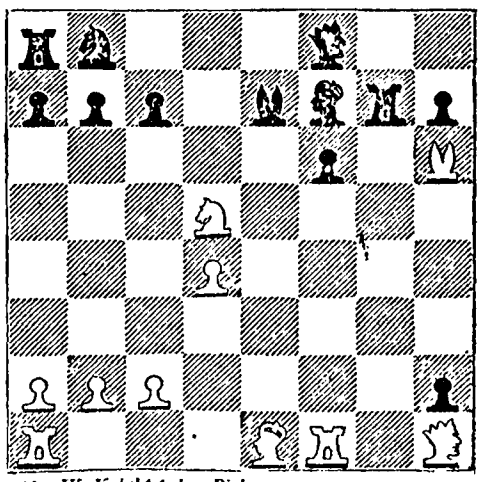
16. *W. Queen's Pawn 2 squares.*
B. Bishop takes Knight.



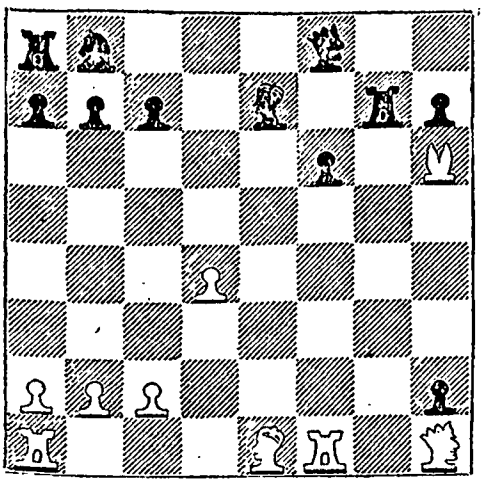
17. *W. Q. Bishop gives check.*
B. Castle covers check.



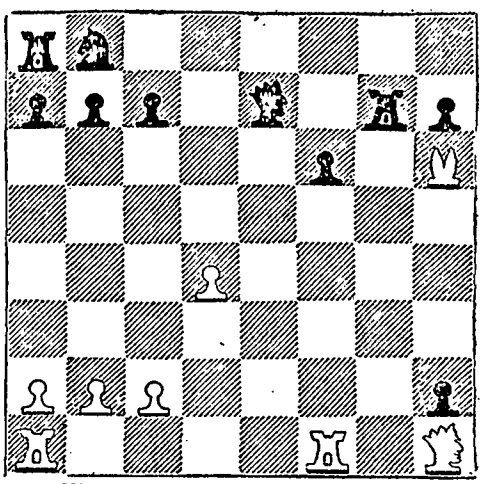
18. *W. Knight to Bishop's 3rd.*
B. Bishop takes Bishop.



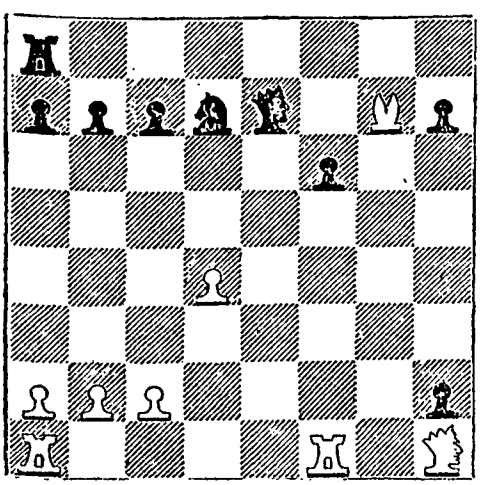
19. *W. Knight takes Bishop.*
B. Queen to K. Bishop's 2nd.



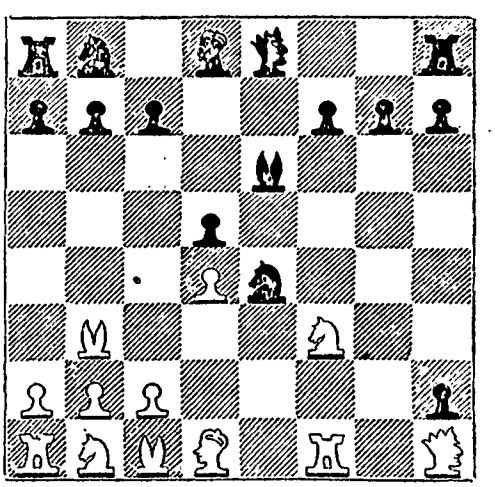
20. *W. Knight takes Bishop.*
B. Queen takes Knight.



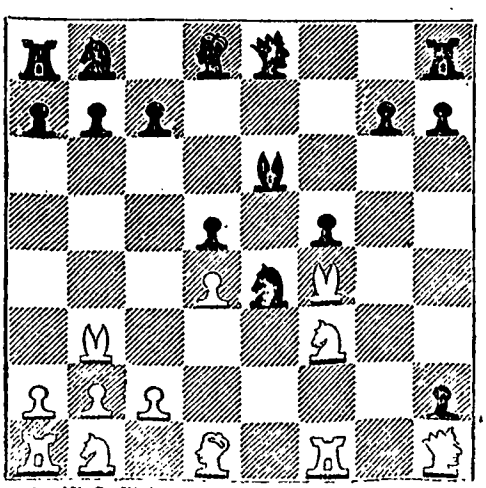
21. *W. Queen takes Queen.*
B. King takes Queen.



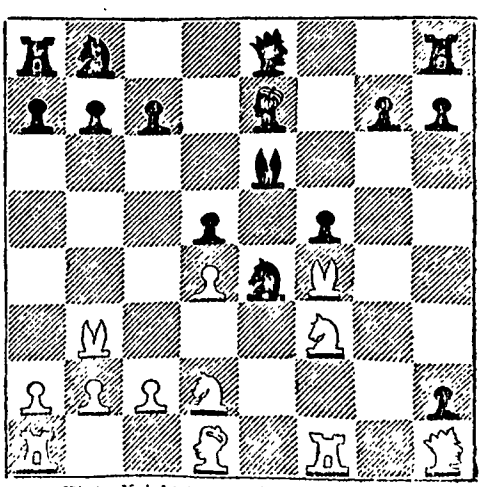
22. *W. Bishop takes Castle.*
B. Knight at Queen's 2nd, &c. (Lost.)



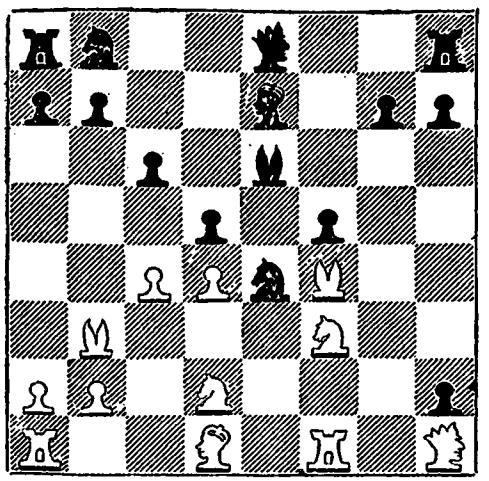
11. *W. Queen's Pawn 2 squares.*
B. K. Knight to King's 5th.



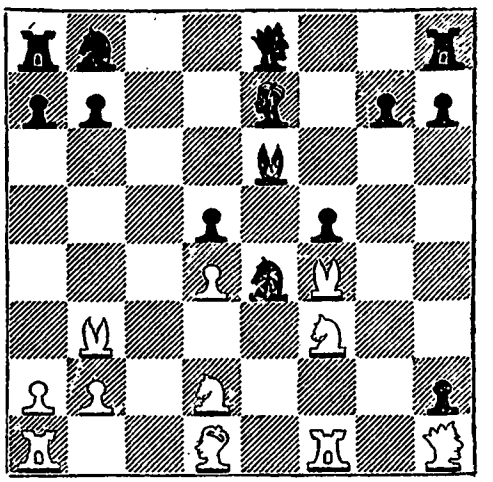
12. *W. Q. Bishop at K. Bishop's 4th.*
B. K. Bishop's Pawn 2 squares.



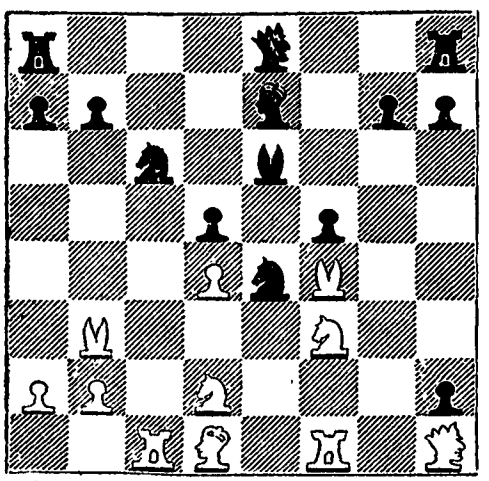
13. *W. Q. Knight to Queen's 2nd*
B. Queen to King's 2nd



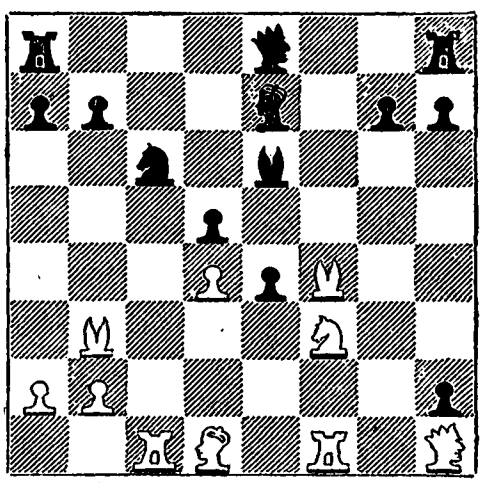
14. *W. Q. Bishop's Pawn 2 squares.*
B. Q. Bishop's Pawn 1 square.



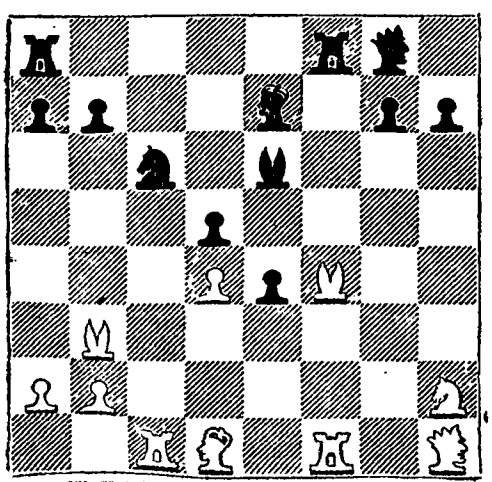
15. *W. Pawn takes Pawn.*
B. Pawn reprises.



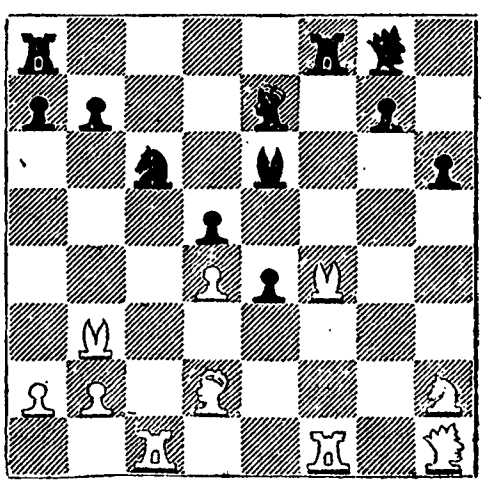
16. *W. Q. Castle to Bishop's square.*
B. Q. Knight to Bishop's 3rd.



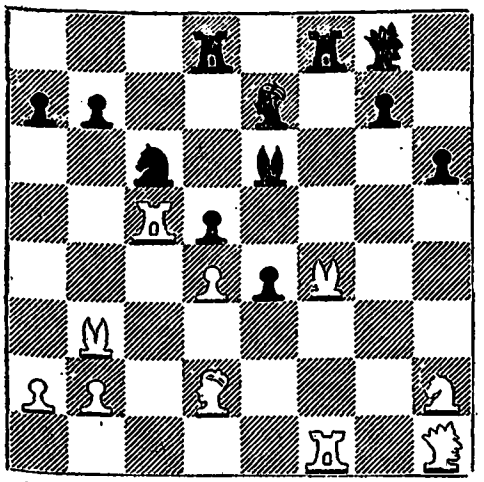
17. *W. Q. Knight takes Knight.*
B. K. Bishop's Pawn takes Knight.



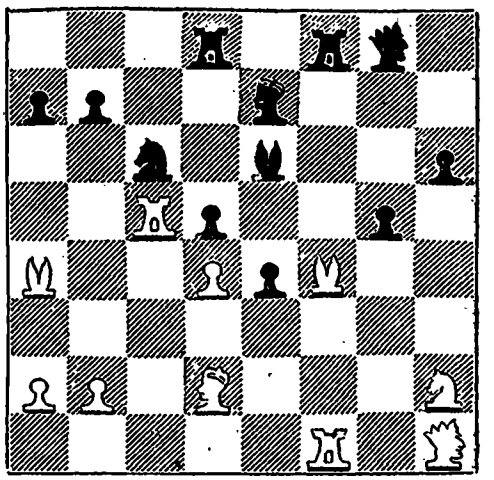
18. *W. Knight takes black Pawn next to King.*
B. King castles with his Castle.



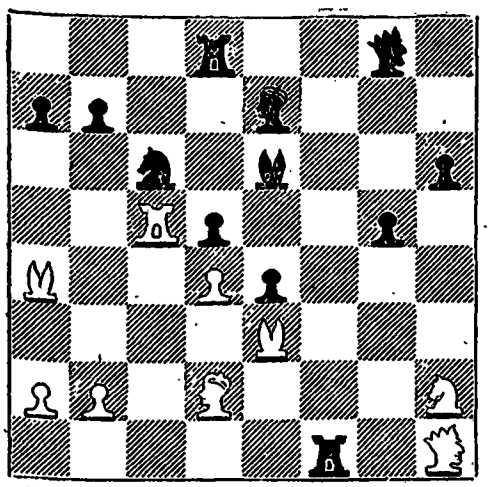
19. *W. Queen to her 2nd square.*
B. K. Castle's Pawn 1 square.



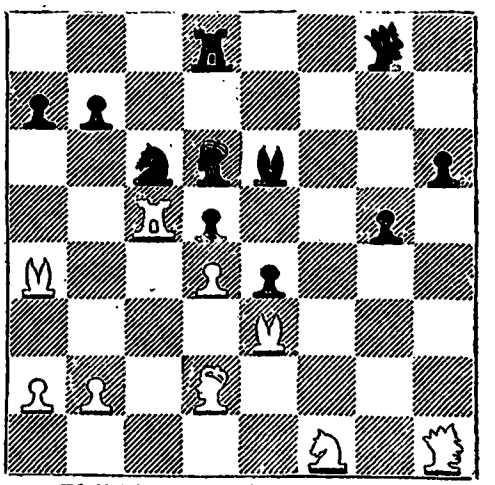
20. *W. Q. Castle to Queen's Bishop's 5th.*
B. Q. Castle to Queen's square.



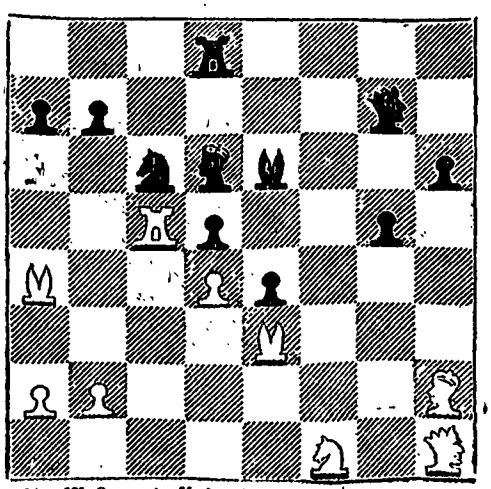
21. *W. K. Bishop to Q. Castle's 4th.*
B. K. Knight's Pawn 2 squares.



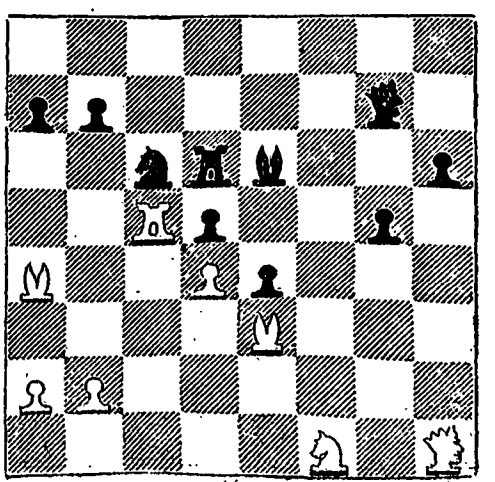
22. *W. Q. Bishop to King's 3rd.*
B. Castle takes Castle.



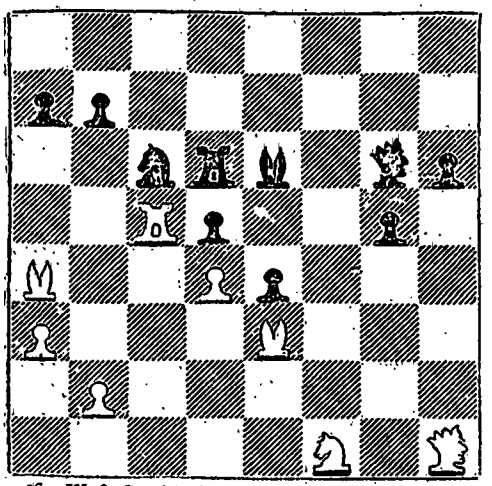
23. *W. Knight takes Castle.*
B. Queen to her 3rd square.



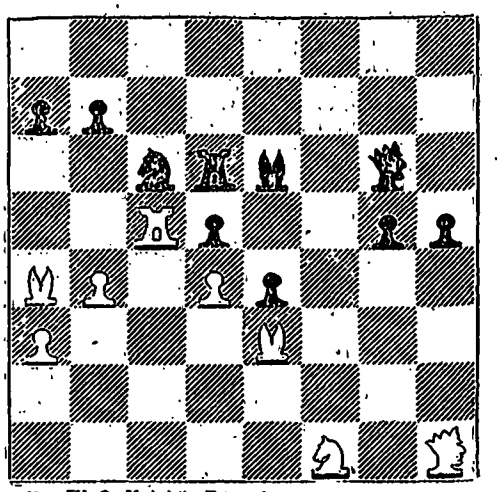
24. *W. Queen to K. Castle's 2nd.*
B. King to Knight's 2nd.



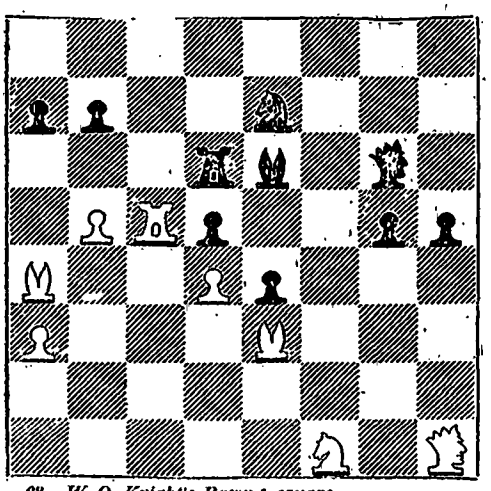
25. *W. Queen takes Queen.*
B. Castle takes Queen.



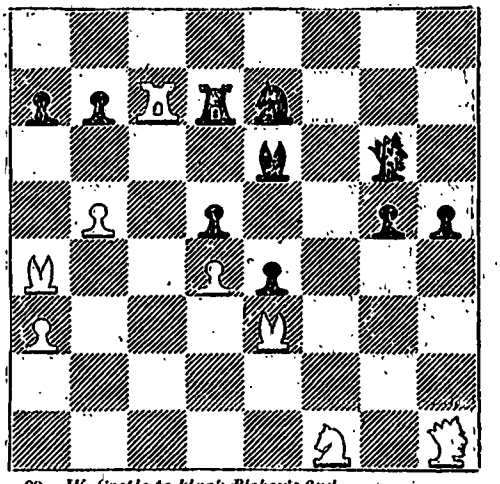
26. *W. Q. Castle's Pawn 1 square.*
B. King to Knight's 3rd.



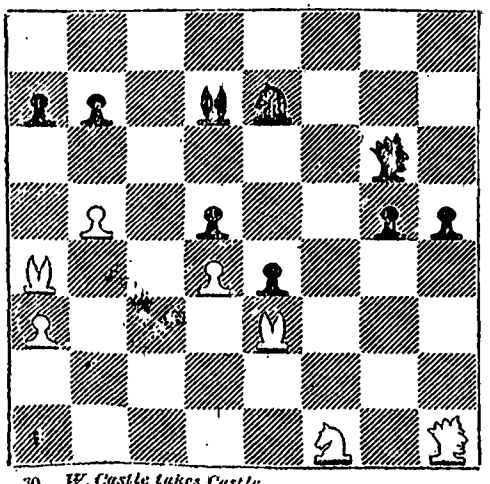
27. *W. Q. Knight's Pawn 2 squares.*
B. K. Castle's Pawn 1 square.



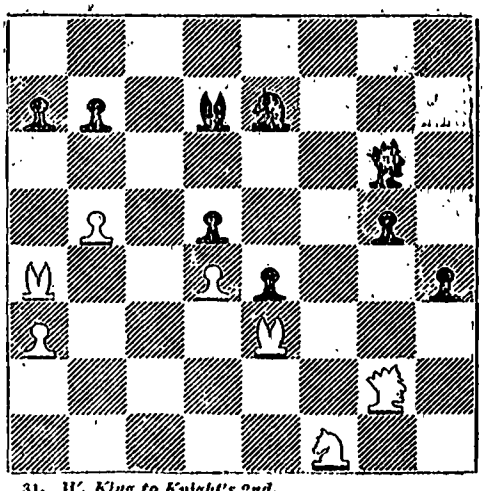
28. *W. Q. Knight's Pawn 1 square.*
B. Knight to King's 2nd.



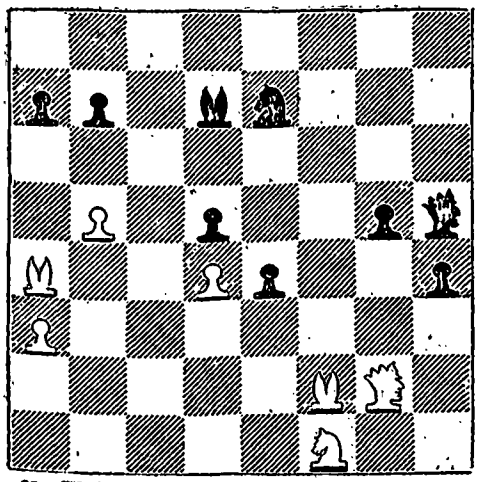
29. *W. Castle to black Bishop's 2nd.*
B. Castle to Queen's 2nd.



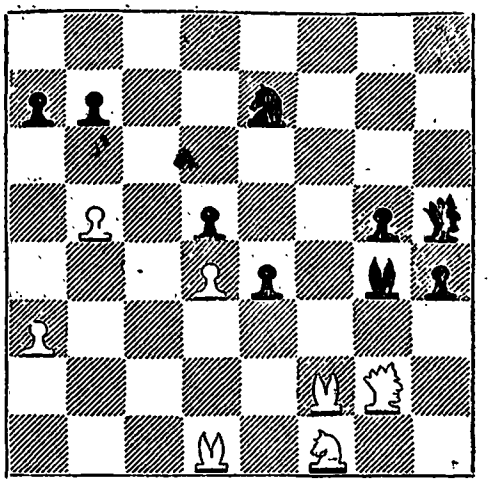
30. *W. Castle takes Castle.*
B. Bishop takes Castle.



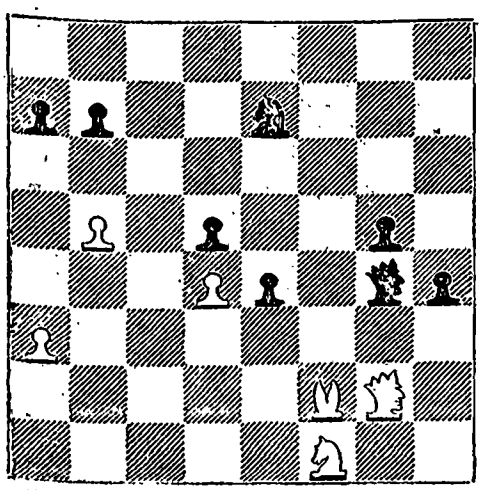
31. *W. King to Knight's 2nd.*
B. K. Castle's Pawn 1 square.



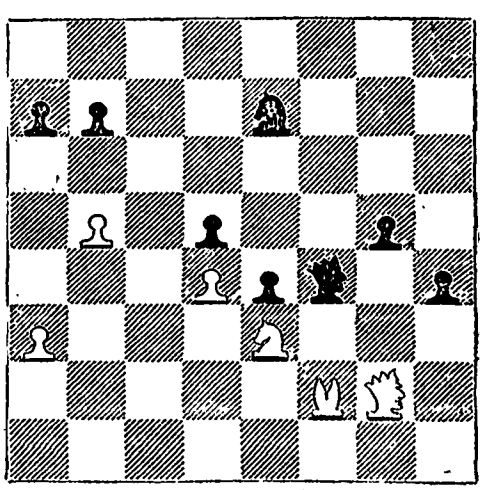
32. *W. Q. Bishop to K. Bishop's 2nd.*
B. King to Castle's 4th.



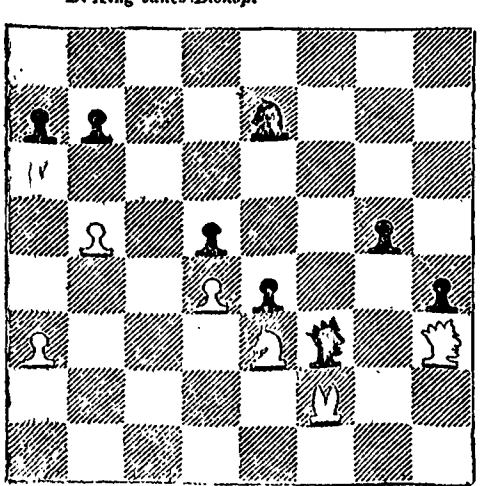
33. *W. K. Bishop gives check.*
B. Bishop covers check.



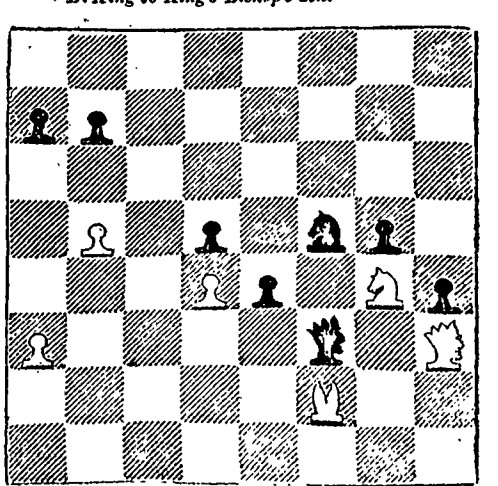
34. *W. Bishop takes Bishop.*
B. King takes Bishop.



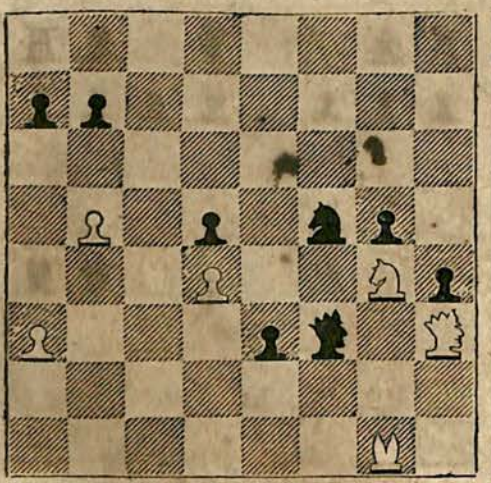
35. *W. Knight gives check at King's 3rd.*
B. King to King's Bishop's 5th.



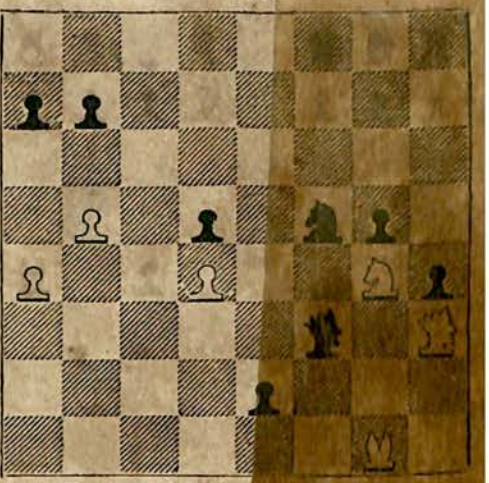
36. *W. King to Castle's 3rd.*
B. King to white Bishop's 3rd.



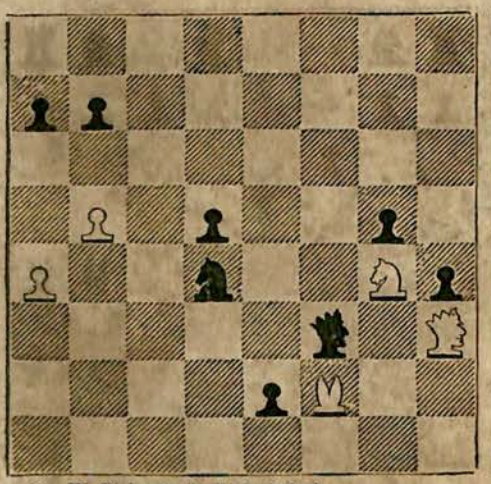
37. *W. Knight to his 4th square.*
B. Knight to K. Bishop's 4th.



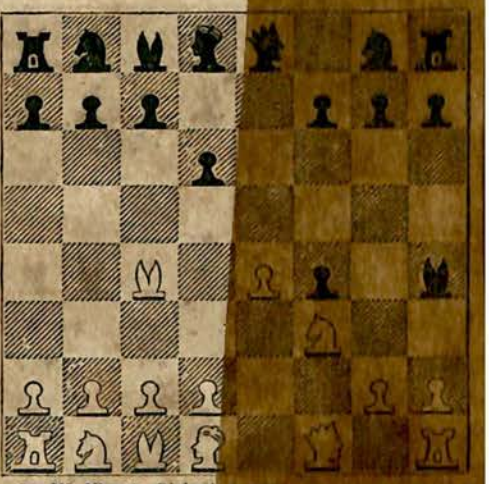
38. *W. Bishop to K. Knight's square.*
B. King's Pawn 1 square.



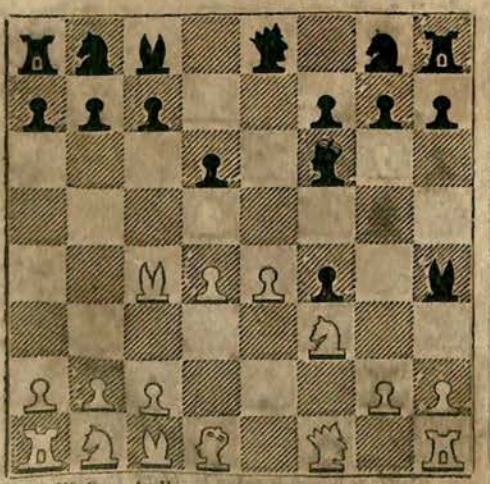
39. *W. Q. Castle's Pawn 1 square.*
B. King's Pawn 1 square.



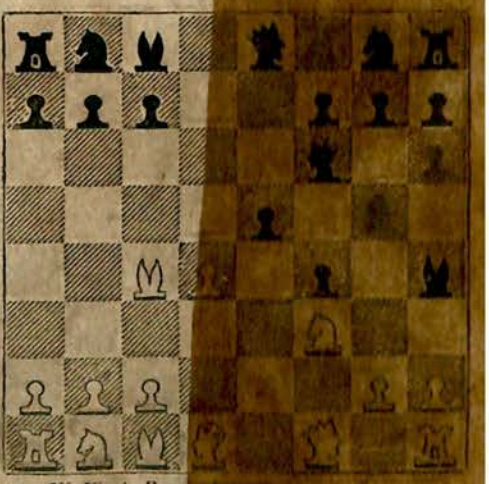
40. *W. Bishop to K. Bishop's 2nd.*
B. Knight takes Queen's Pawn, and wins.



5. *W. King to Bishop's square.*
B. Queen's Pawn 1 square.



6. *W. Queen's Pawn 2 squares.*
B. Queen to K. Bishop's 3rd.



7. *W. King's Pawn [illegible]*
B. Q. Pawn takes Pawn.

6. *W. Queen's Pawn takes Pawn.*
B. Queen to King's 2nd.

9. *W. Q. Bishop takes Gambit Pawn.*
B. Q. Bishop to K. Knight's 5th.

10. *W. Q. Knight to Bishop's 3rd.*
B. Q. Bishop's Pawn 1 square.

11. *W. Q. Knight at King's 4th, and the white must win.*

Critical situation from Sumner.
White to move will give Checkmate in 3 moves.

1. *Castle to 3, and is taken by black Castle, when Knight will give check on 10; the King to 3, and Pawn will give Checkmate on 10.*

1. W. Queen's Pawn 2 squares.
B. [illegible]

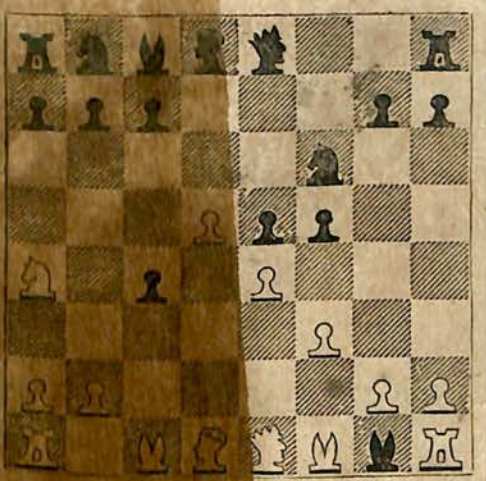
2. W. Q. Bishop's Pawn 2 squares.
B. Pawn takes Pawn.

3. W. King's Bishop's 2 squares.
B. [illegible]

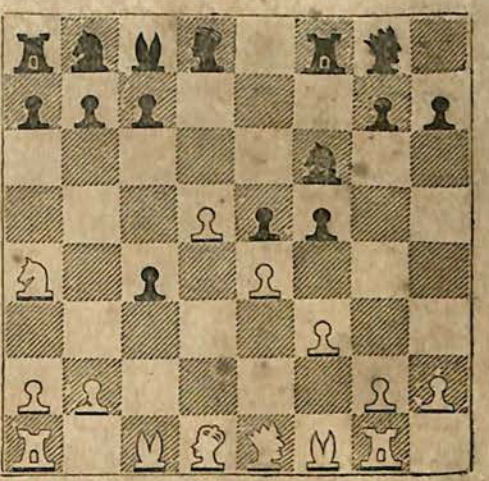
4. W. Queen's Pawn 1 square.
B. K. Bishop's Pawn 2 squares.

5. W. Q. Knight to Bishop's 3rd.
B. K. Knight to Bishop's 3rd.

6. W. K. Bishop's Pawn 1 square.
B. K. Bishop to K. Bishop's 4th.

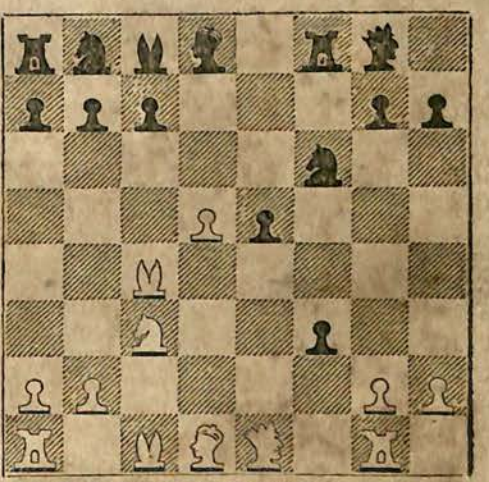


7. *W. Q. Knight to Castle's 4th.*
B. Bishop takes Knight.

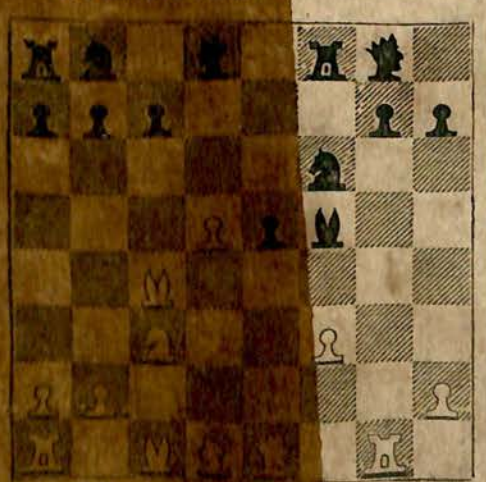


8. *W. Castle takes Bishop.*
B. King castles.

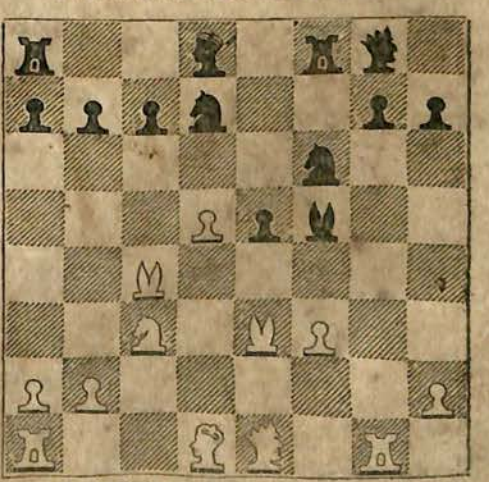
9. *W. Knight to Q. Bishop's 3rd.*
B. Pawn takes Pawn.



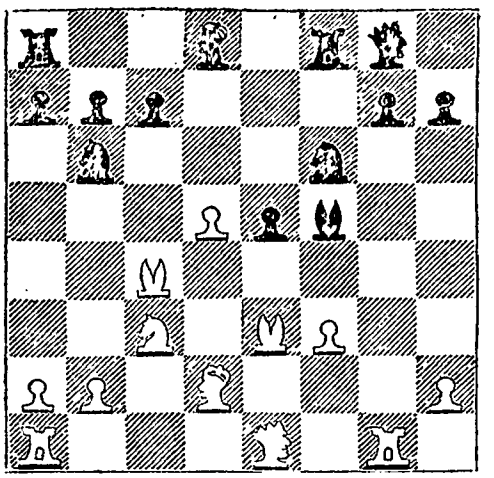
10. *W. K. Bishop takes Gambit Pawn.*
B. Pawn takes K. Bishop's Pawn.



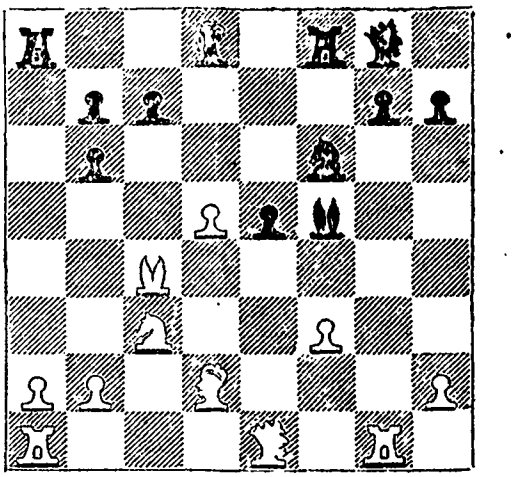
11. *W. Pawn retakes Pawn.*
B. Q. Bishop to K. Bishop's 4th.



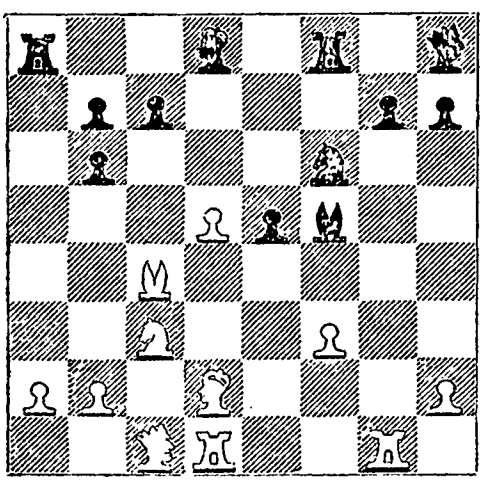
12. *W. Q. Bishop to King's 3rd.*
B. Q. Knight to Queen's 2nd.



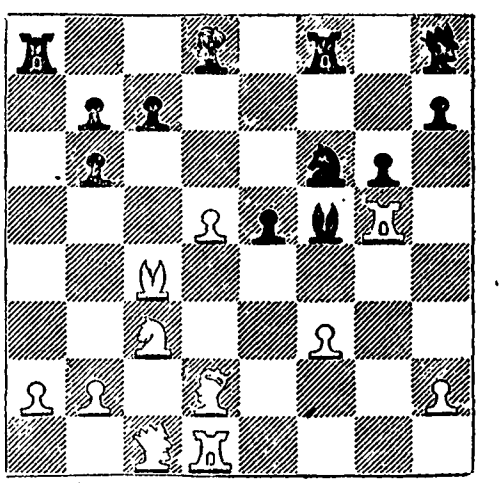
13. *W. Queen to her 2nd square.*
B. Q. Knight to his 3rd square.



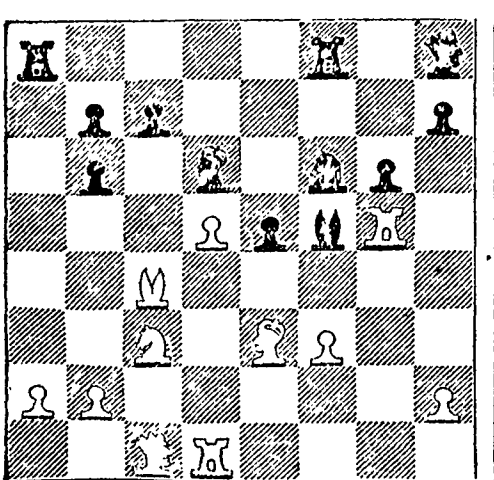
14. *W. Q. Bishop takes Knight.*
B. Castle's Pawn retakes Bishop.



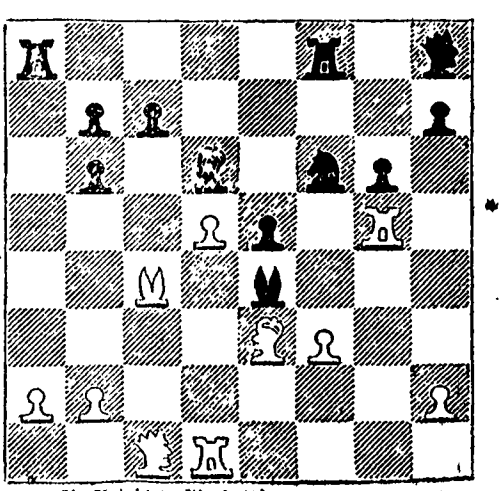
15. *W. King castles on his Queen's side.*
B. King to his Castle's square.



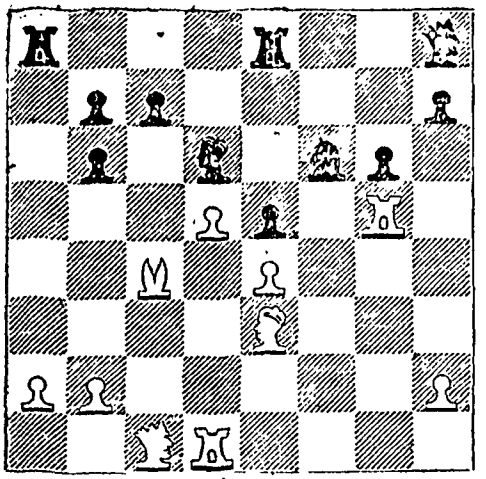
16. *W. K. Castle to Knight's 5th.*
B. K. Knight's Pawn 1 square.



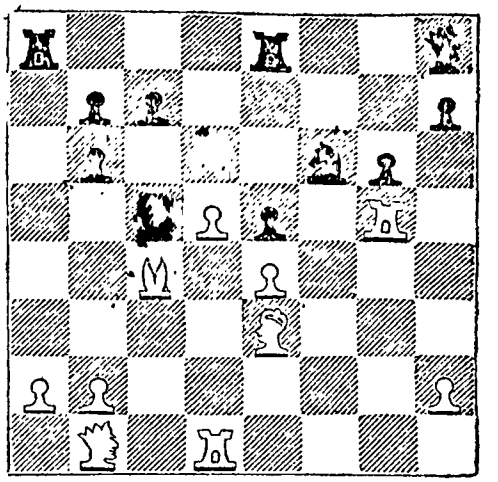
17. *W. Queen to King's 3rd.*
B. Queen to her 3rd square.



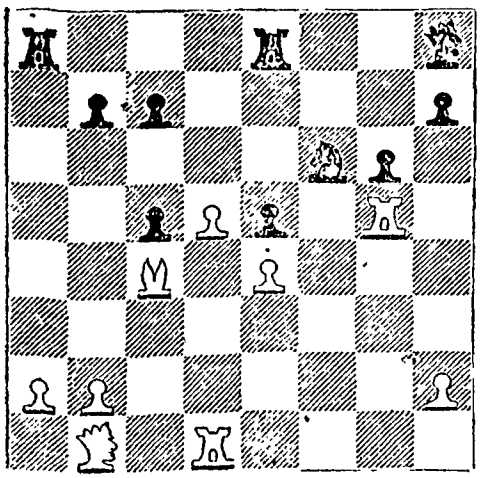
18. *W. Knight to King's 4th.*
B. Bishop takes Knight.



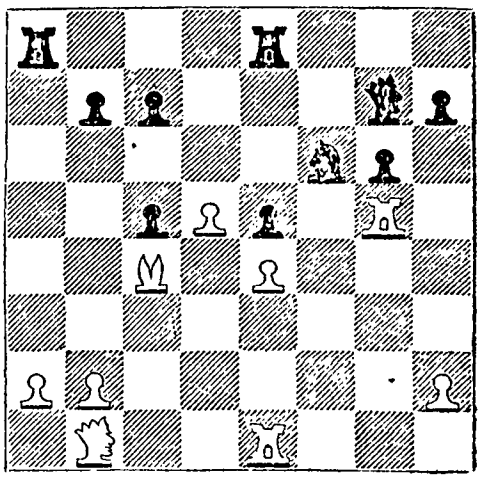
19. *W. Pawn takes Bishop.*
B. K. Castle to King's square.



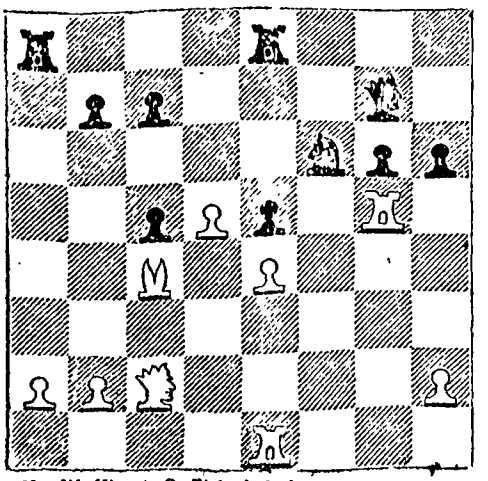
20. *W. King to Q. Knight's square.*
B. Queen to Bishop's 4th.



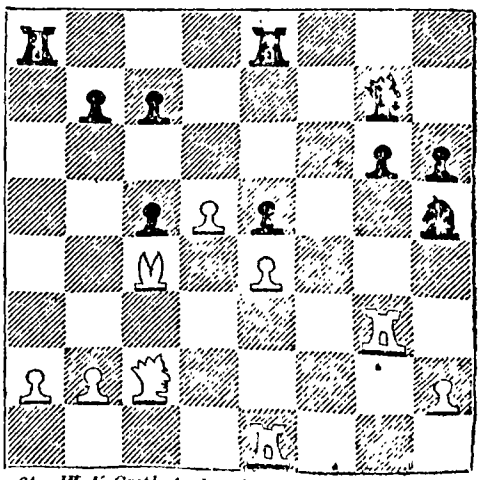
21. *W. Queen takes Queen.*
B. Pawn takes Queen.



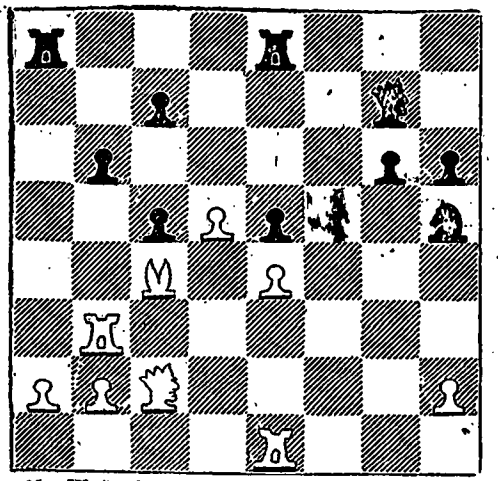
22. *W. Q. Castle to King's square.*
B. King to Knight's 2nd.



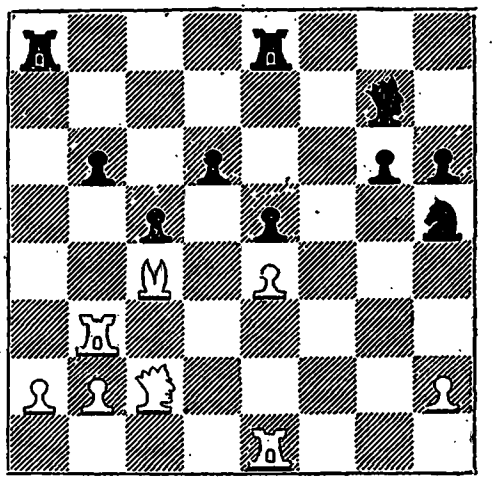
23. *W. King to Q. Bishop's 2nd.*
B. K. Castle's Pawn 1 move.



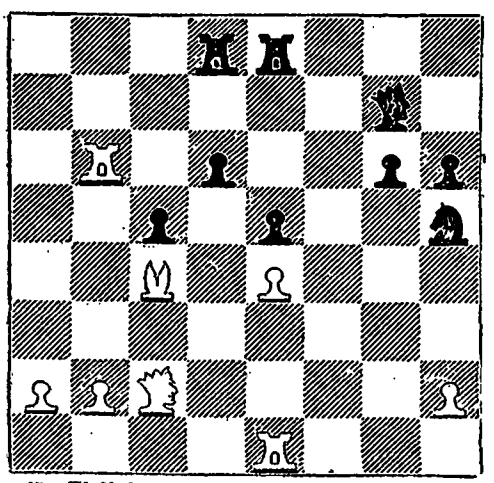
24. *W. K. Castle to Knight's 3rd.*
B. Knight to K. Castle's 4th.



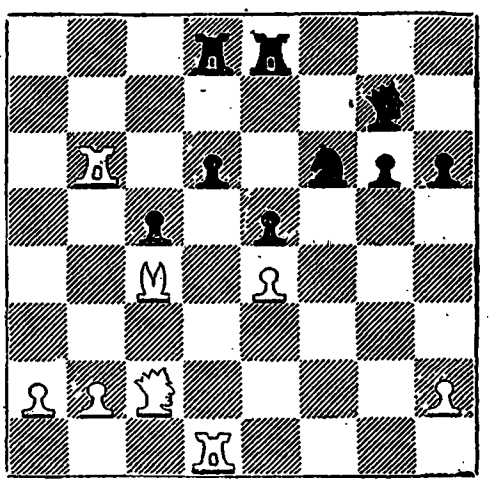
25. *W. Castle retreats to Q. Knight's 3rd.*
B. Q. Knight's Pawn 1 square.



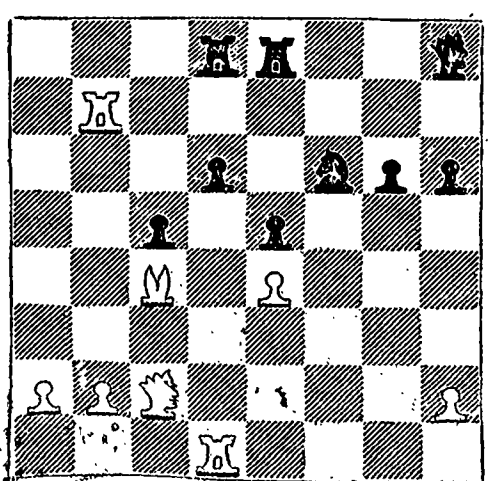
26. *W. Queen's Pawn 1 square.*
B. Pawn takes Pawn.



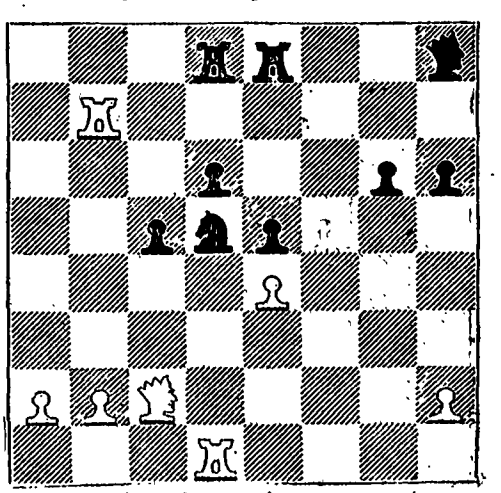
27. *W. K. Castle takes Pawn.*
B. Q. Castle to Queen's square.



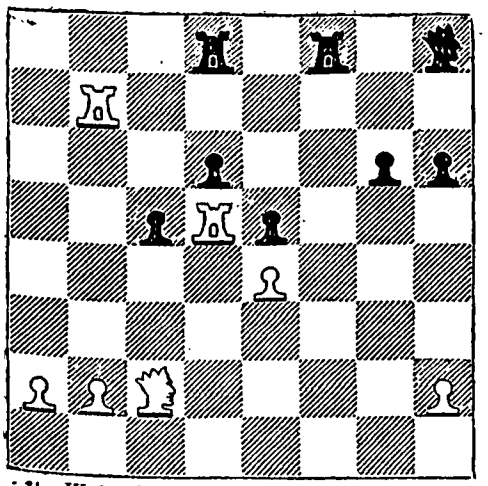
28. *W. Q. Castle to Queen's square.*
B. Knight to K. Bishop's 3rd.



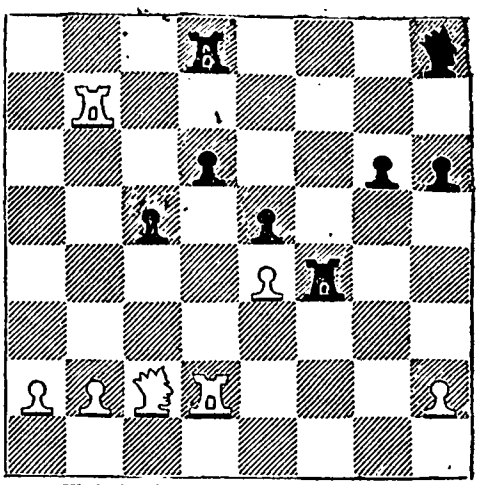
29. *W. K. Castle gives check.*
B. King to his Castle's square.



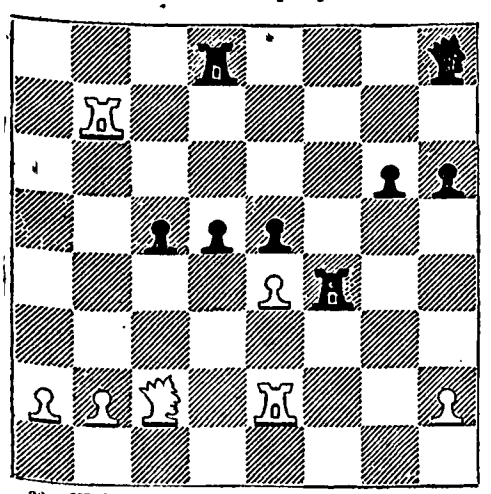
30. *W. Bishop to Queen's 5th.*
B. Knight takes Bishop.



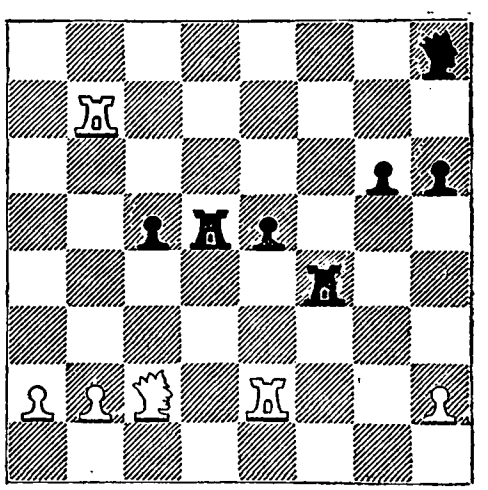
31. *W. Castle takes Knight.*
B. K. Castle to his Bishop's square.



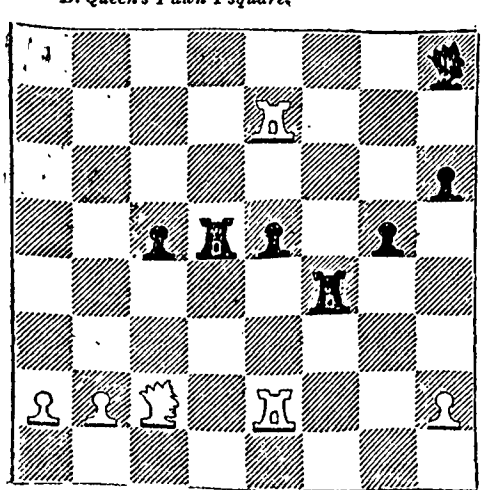
32. *W. Q. Castle to Queen's 2nd.*
B. K. Castle to Bishop's 5th.



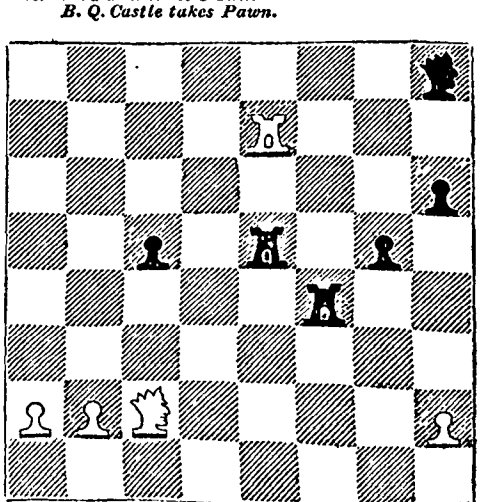
33. *W. Q. Castle to King's 2nd.*
B. Queen's Pawn 1 square.



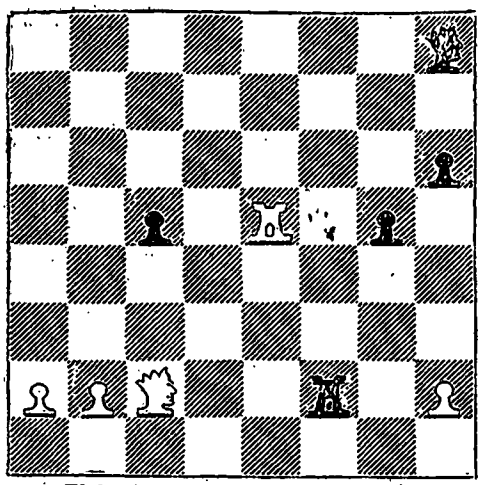
34. *W. Pawn takes Pawn.*
B. Q. Castle takes Pawn.



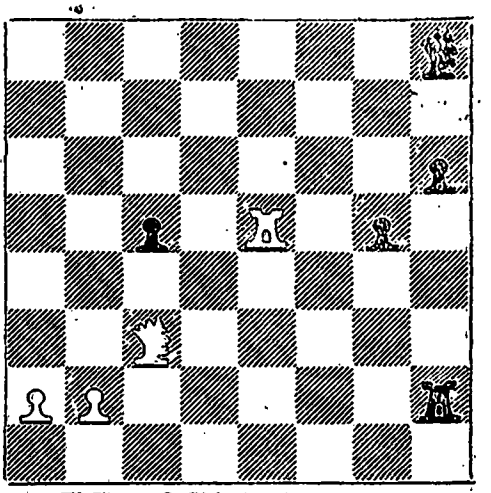
35. *W. K. Castle to black King's 2nd.*
B. K. Knight's Pawn 1 square.



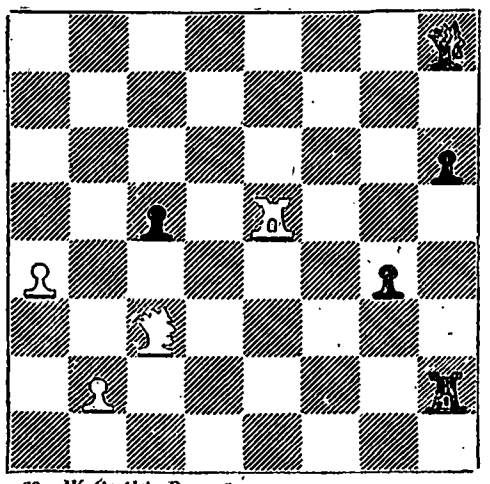
36. *W. Castle takes Pawn.*
B. Castle takes Castle.



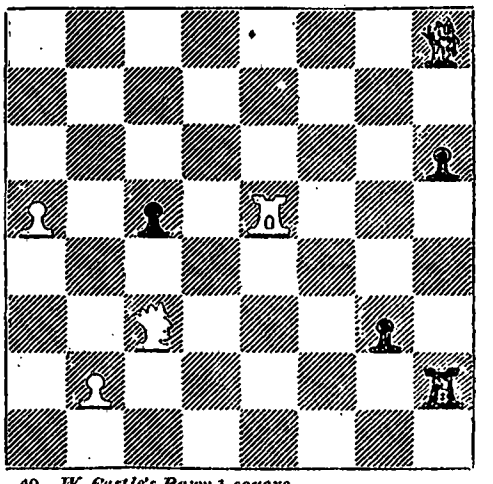
37. *W. Castle takes Castl.*
B. Castle gives check at W. K. Bishop's 2nd.



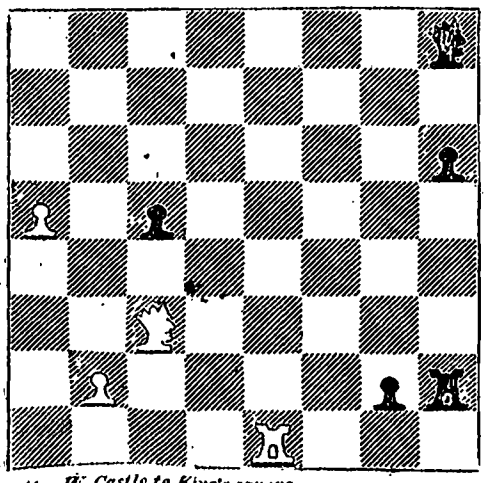
38. *W. King to Q. Bishop's 3rd.*
B. Castle takes Pawn.



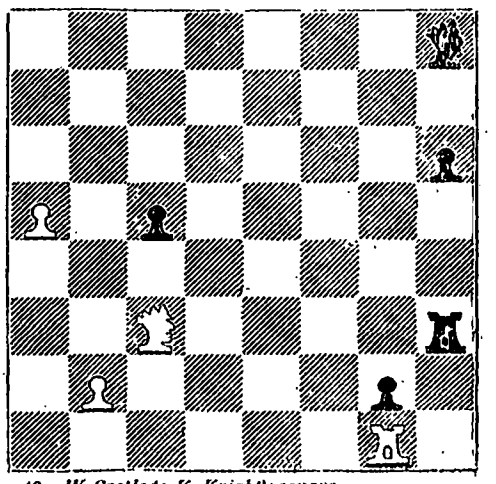
39. *W. Castle's Pawn 2 squares.*
B. K. Knight's Pawn 1 square.



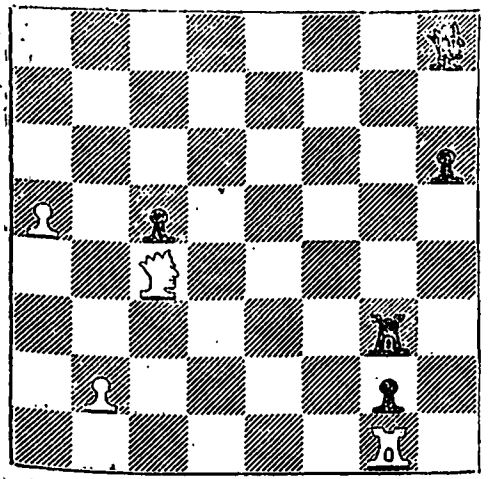
40. *W. Castle's Pawn 1 square.*
B. Knight's Pawn 1 square.



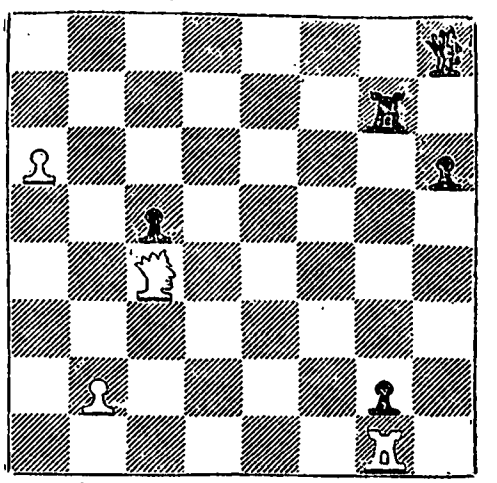
41. *W. Castle to King's square.*
B. K. Knight's Pawn advances.



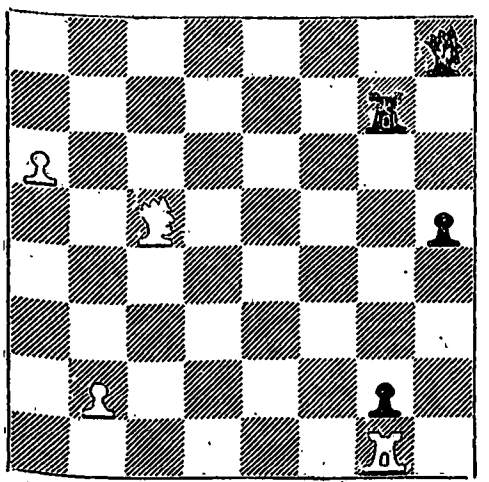
42. *W. Castle to K. Knight's square.*
B. Castle gives check.



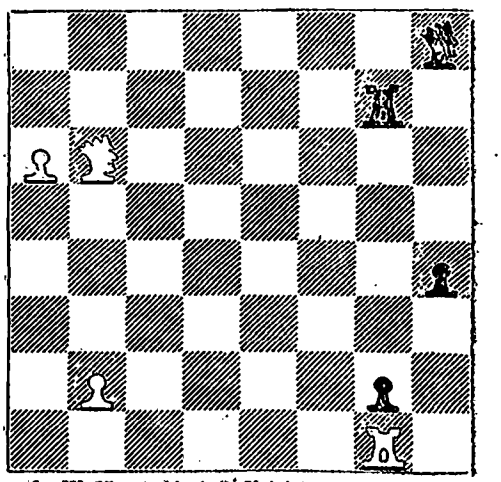
43. *W. King to Q. Bishop's 4th.*
B. Castle to W. K. Knight's 3rd.



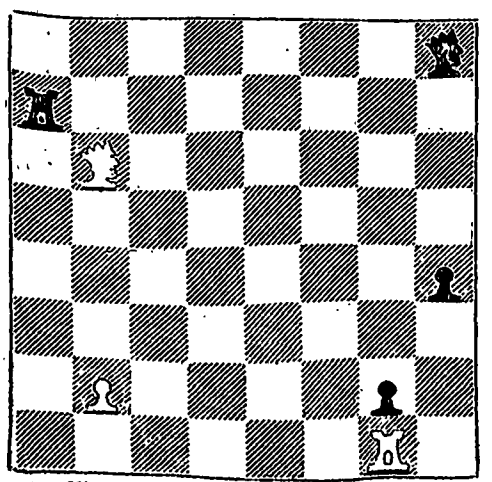
44. *W. Castle's Pawn 1 square.*
B. Castle to Knight's 2nd.



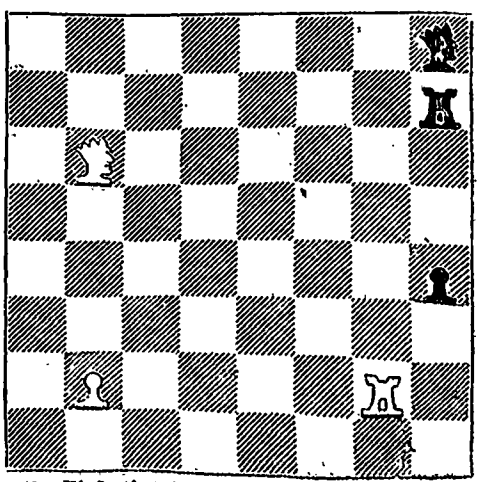
45. *W. King takes Pawn.*
B. Castle's Pawn advances.



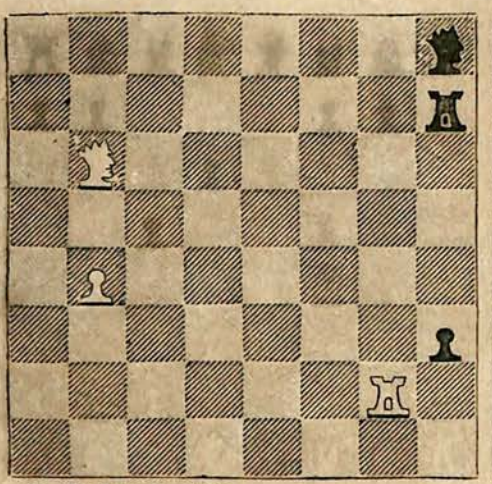
46. *W. King to black Q. Knight's 3rd.*
B. Castle's Pawn advances.



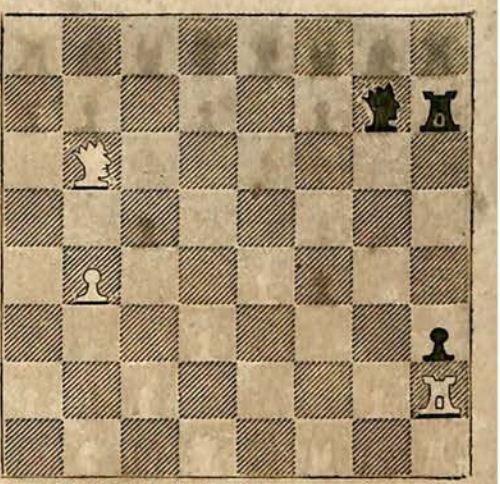
47. *W. Castle's Pawn advances.*
B. Castle takes Pawn.



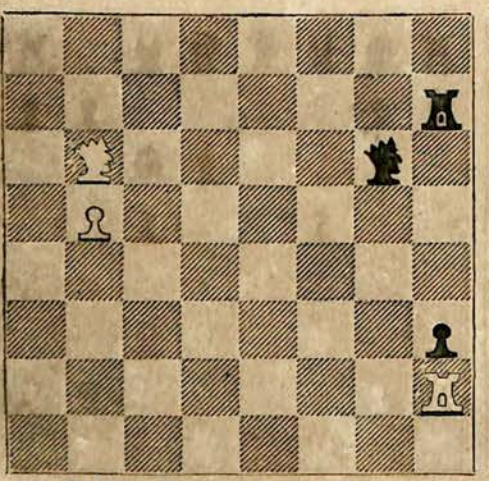
48. *W. Castle takes Pawn.*
B. Castle to K. Castle's 2nd.



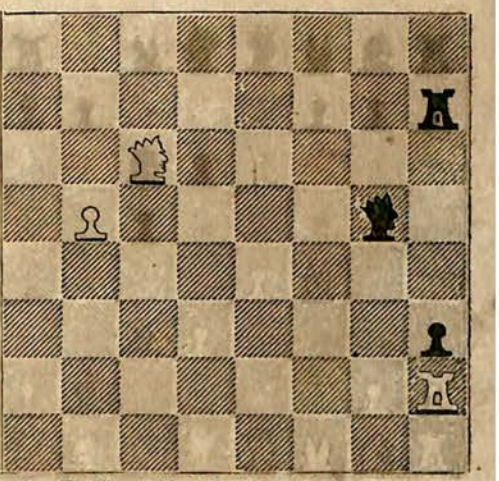
49. *W. Pawn 2 squares.*
B. Pawn 1 square.



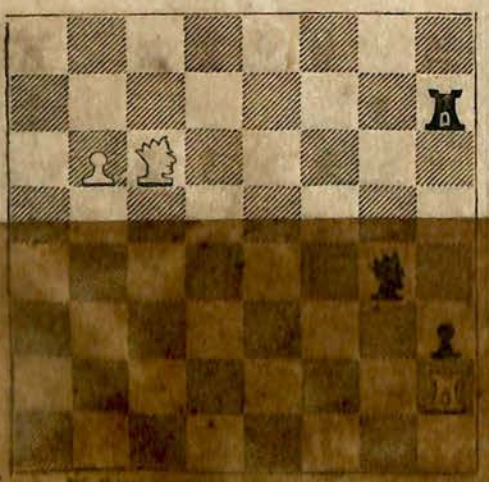
50. *W. Castle to K. Castle's 2nd.*
B. King to Knight's 2nd.



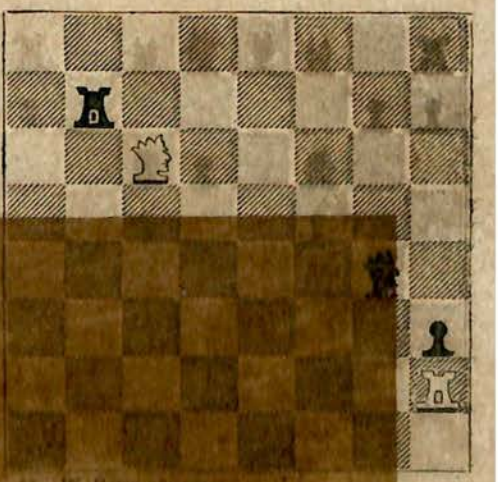
51. *W. Pawn advances.*
B. King to Knight's 3rd.



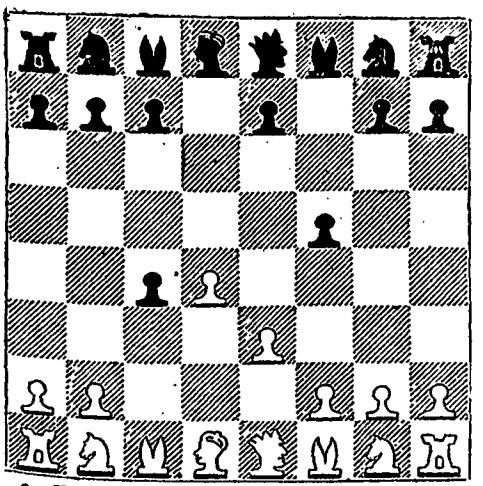
52. *W. King to black Q. Bishop's 3rd.*
B. King to Knight's 4th.



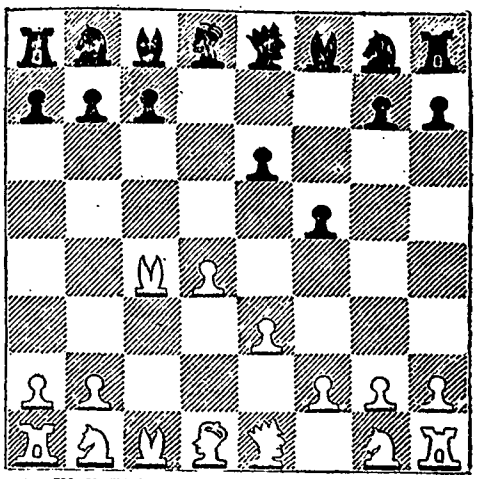
53. *W. Pawn 1 square.*
B. King to Knight's 4th.



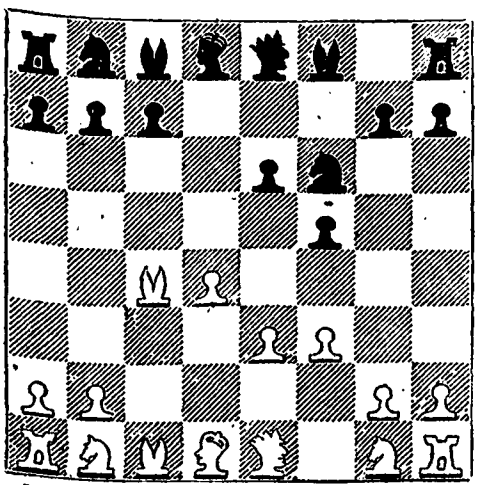
54. *W. Pawn advances.*
B. Castle takes Pawn, and playing afterwards
his King upon the Castle, it must be a drawn Game.



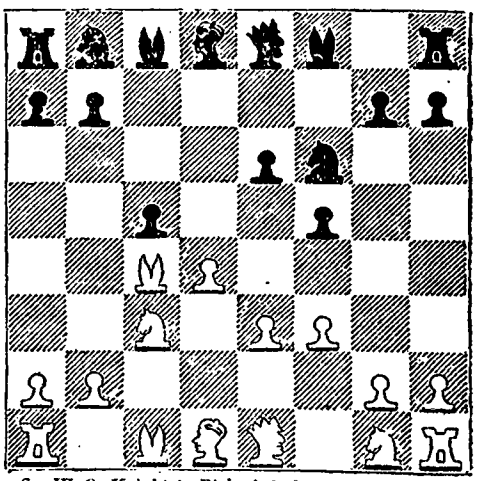
3. *W. King's Pawn 1 square.*
B. K. Bishop's Pawn 2 squares.



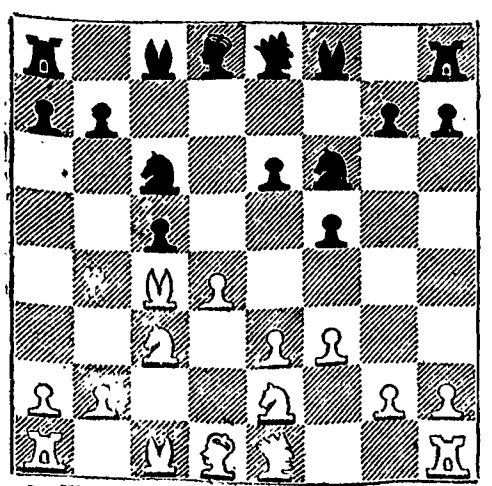
4. *W. K. Bishop takes Pawn.*
B. King's Pawn 1 square.



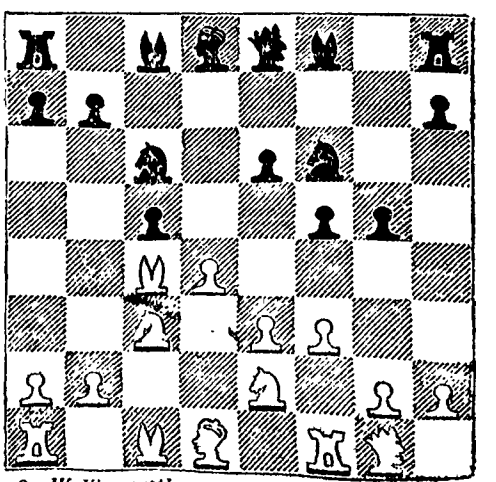
5. *W. K. Bishop's Pawn 1 square.*
B. K. Knight to Bishop's 3rd.



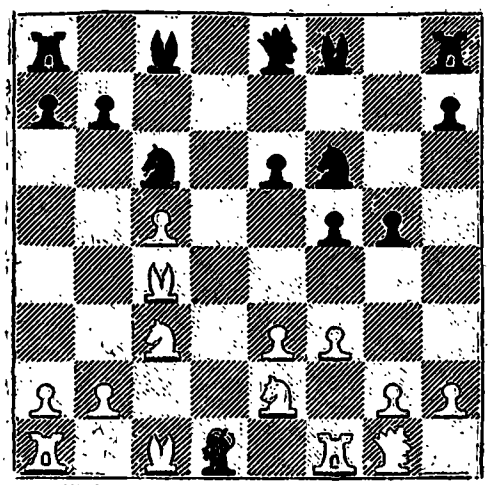
6. *W. Q. Knight to Bishop's 3rd.*
B. Q. Bishop's Pawn 2 squares.



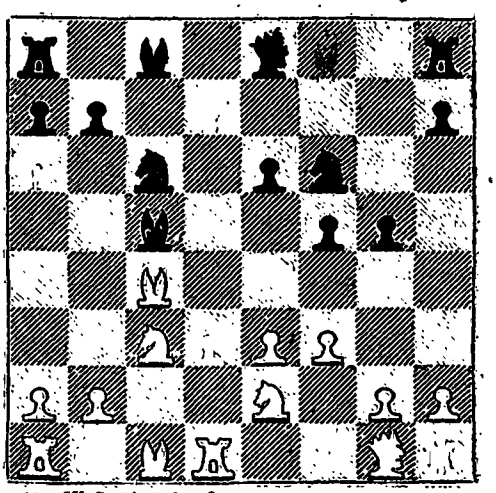
7. *W. K. Knight to King's 2nd.*
B. Q. Knight to Bishop's 3rd.



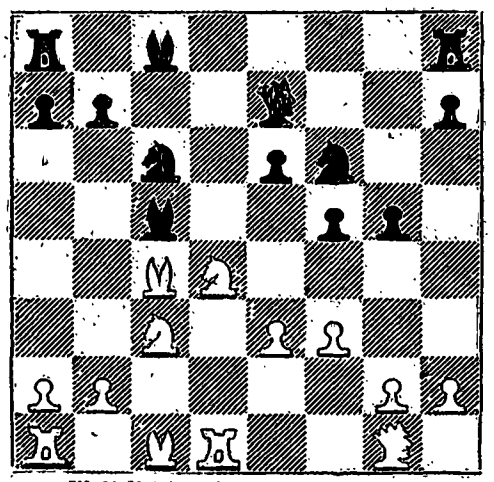
8. *W. King castles.*
B. K. Knight's Pawn 2 squares.



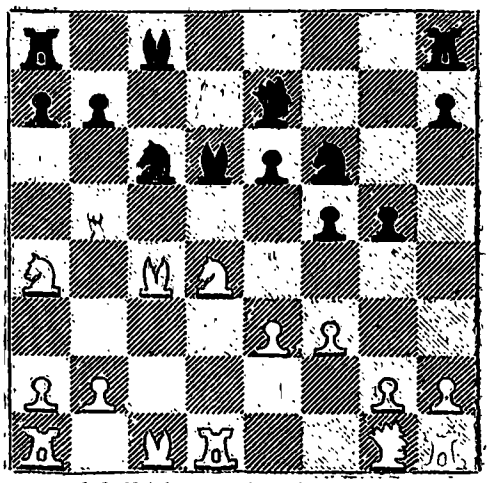
9. *W. Queen's Pawn takes Pawn.*
B. Queen takes Queen.



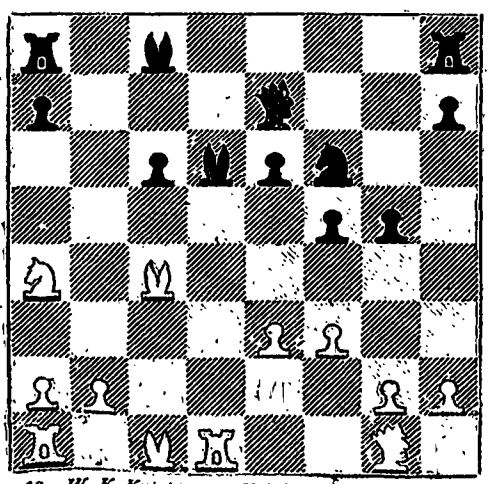
10. *W. Castle takes Queen.*
B. K. Bishop takes Pawn.



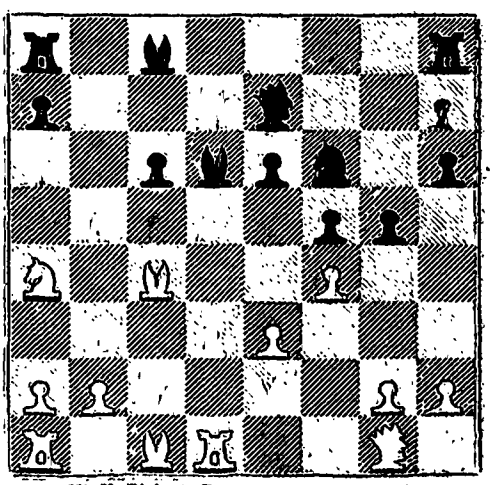
11. *W. K. Knight to Queen's 4th.*
B. King to his 2nd square.



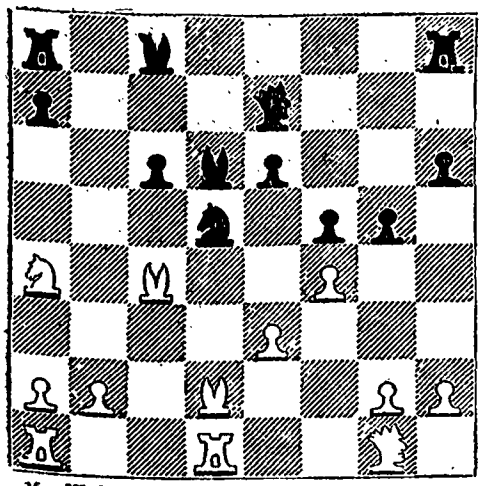
12. *W. Q. Knight to Castle's 4th.*
B. K. Bishop to Queen's 3rd.



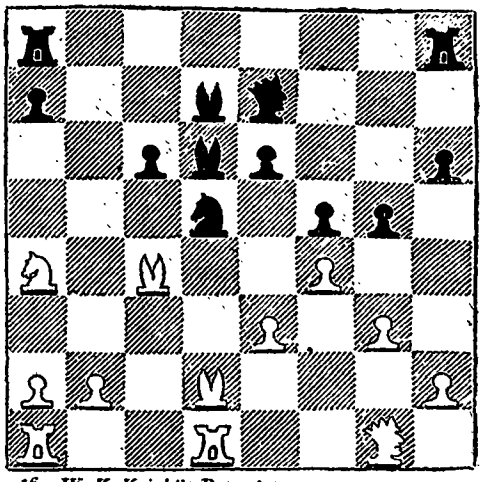
13. *W. K. Knight takes Knight.*
B. Pawn retakes Knight.



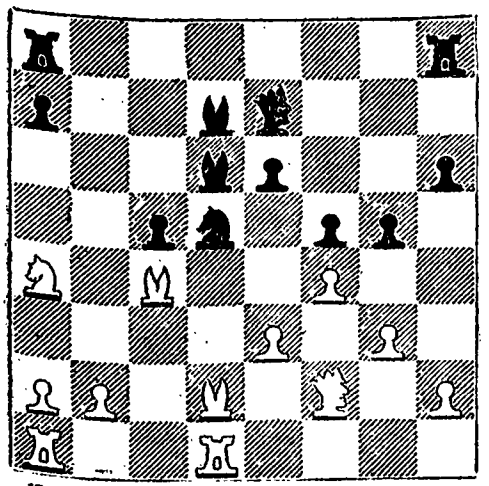
14. *W. K. Bishop's Pawn 1 square.*
B. K. Castle's Pawn 1 square.



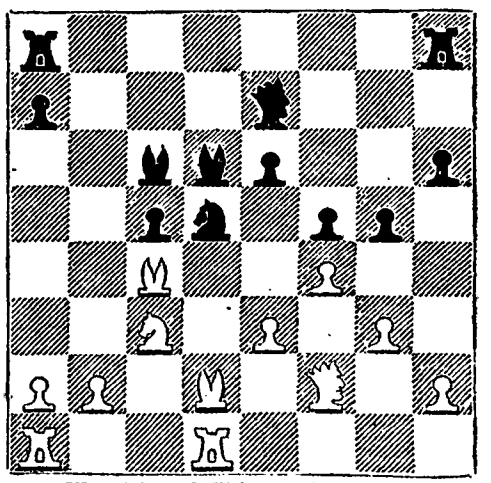
15. *W. Q. Bishop to Queen's 2nd.*
B. Knight to Queen's 4th.



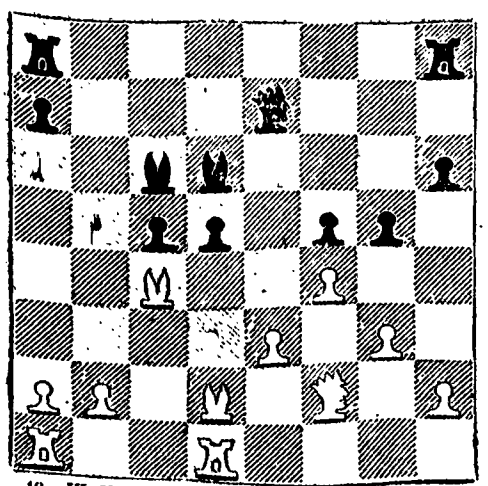
16. *W. K. Knight's Pawn 1 square.*
B. Q. Bishop to Queen's 2nd.



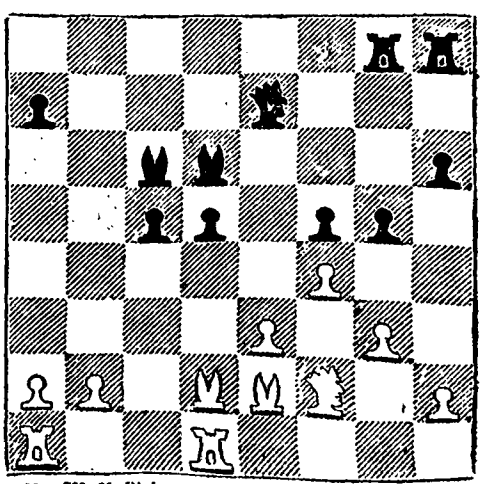
17. *W. King to Bishop's 2nd.*
B. Q. Bishop's Pawn 1 square.



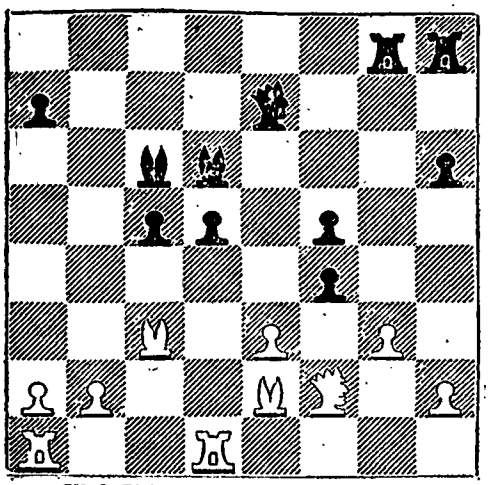
18. *W. Knight to Q. Bishop's 3rd.*
B. Q. Bishop to 3rd square.



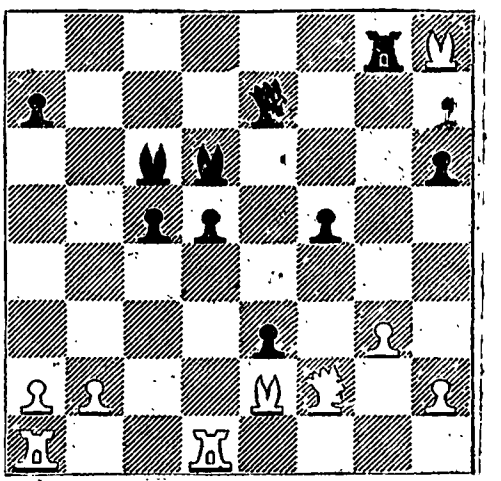
19. *W. Knight takes Knight.*
B. Pawn retakes Knight.



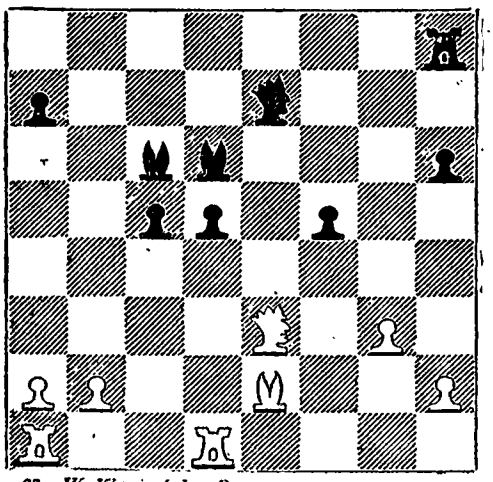
20. *W. K. Bishop to King's 2nd.*
B. Q. Castle to K. Knight's square.



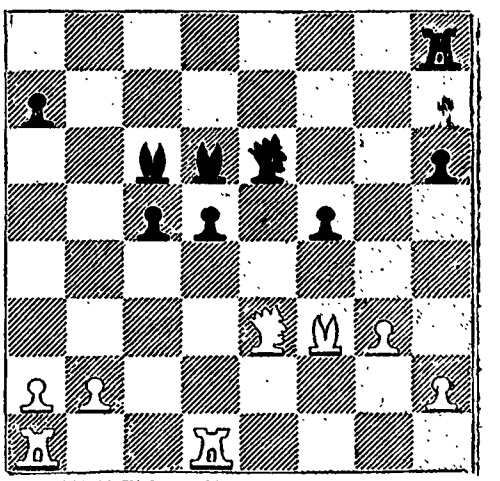
21. *W. Q. Bishop to his 3rd square.*
B. K. Knight's Pawn takes Pawn.



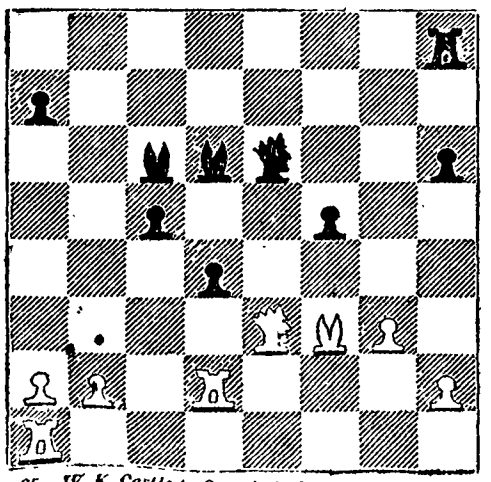
22. *W. Bishop takes Castle.*
B. Pawn takes King's Pawn, giving check.



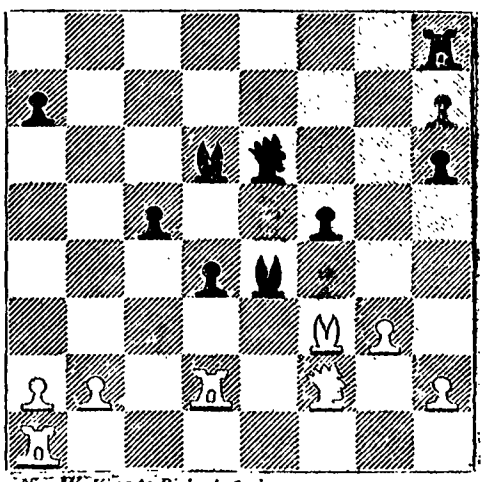
23. *W. King retakes Pawn.*
B. Castle takes Bishop.



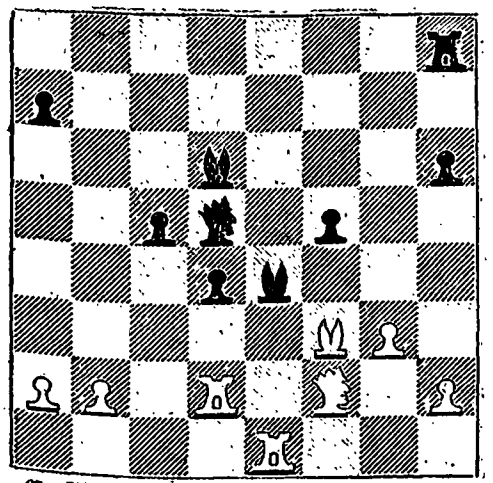
24. *W. K. Bishop to his 3rd square.*
B. King to his 3rd square.



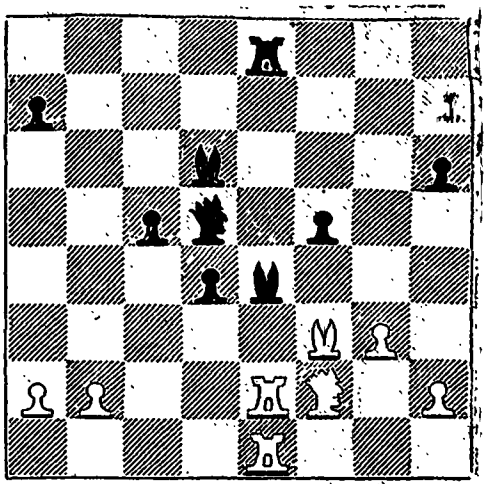
25. *W. K. Castle to Queen's 2nd.*
B. Queen's Pawn gives check.



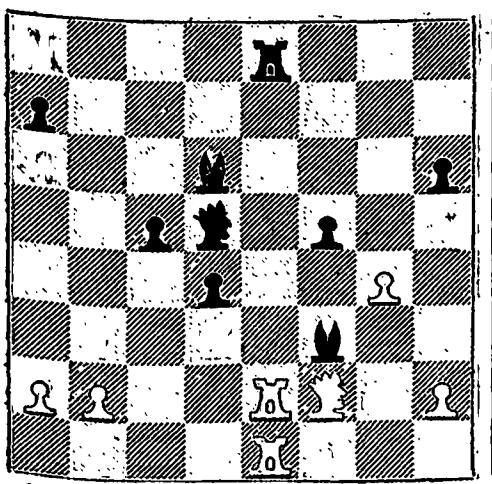
26. *W. King to Bishop's 2nd.*
B. Q. Bishop to King's 5th.



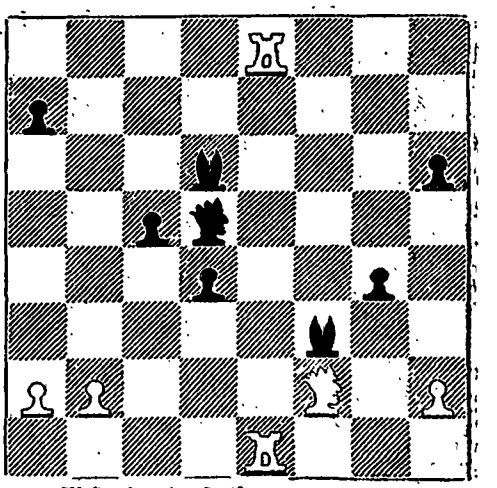
27. *W. Q. Castle to King's square.*
B. King to Queen's 4th.



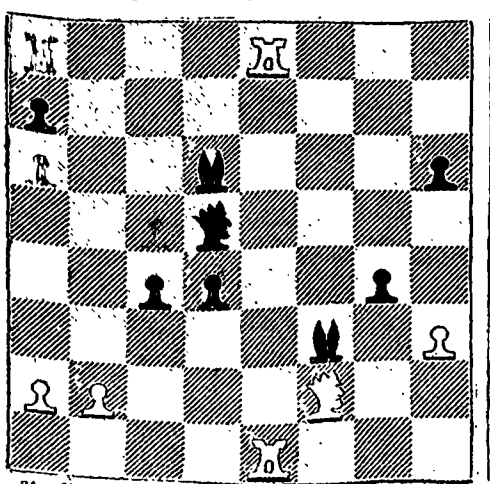
28. *W. K. Castle to King's 2nd.*
B. Castle to King's square.



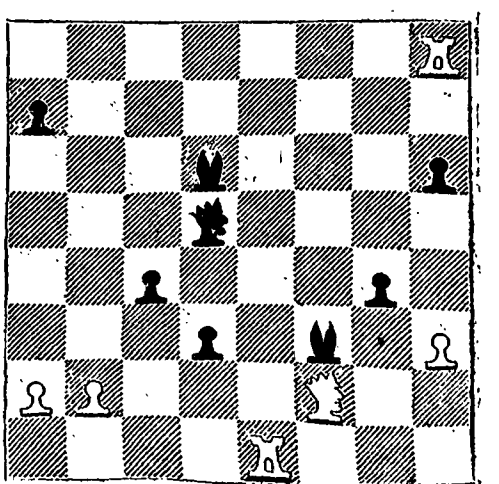
29. *W. K. Knight's Pawn 1 square.*
B. Bishop takes Bishop.



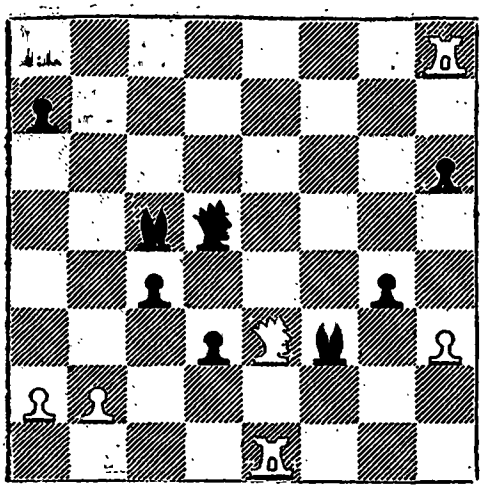
30. *W. Castle takes Castle.*
B. Pawn takes Pawn.



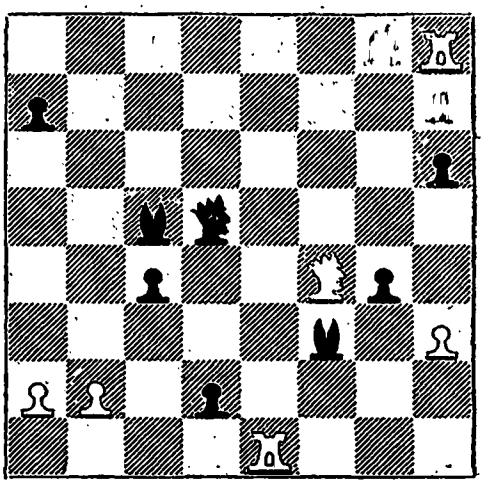
31. *W. K. Castle's Pawn 1 square.*
B. Q. Bishop's Pawn 1 square.



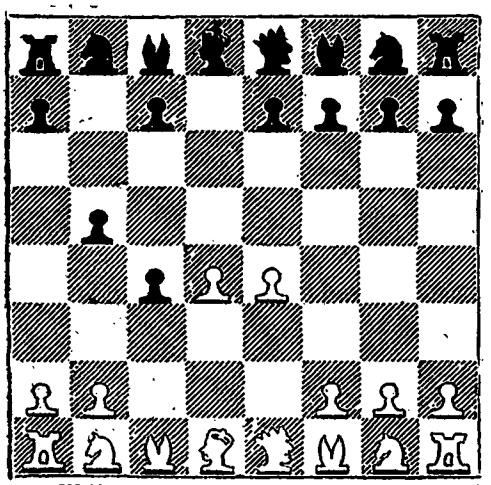
32. *W. K. Castle to black K. Castle's square.*
B. Queen's Pawn 1 square.



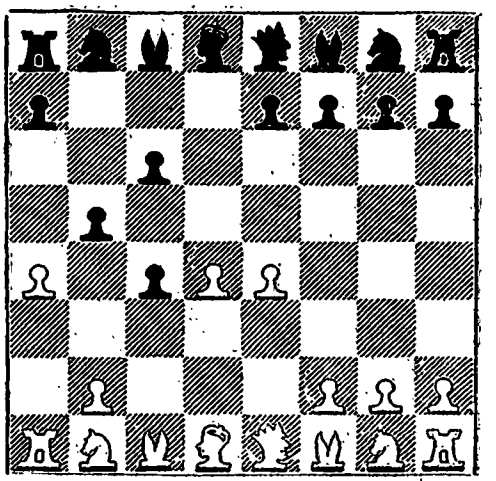
33. *W. King to his 3rd square.*
B. K. Bishop gives check at Q. Bishop's 4th.



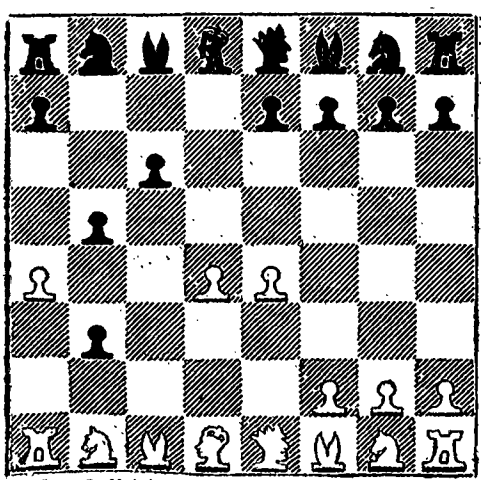
34. *W. King to Bishop's 4th.*
B. Queen's Pawn 1 move, and wins the Game.



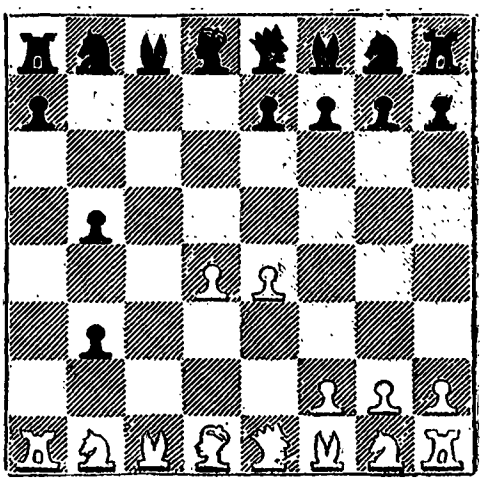
3. *W. King's Pawn 2 squares.*
B. Q. Knight's Pawn 2 squares.



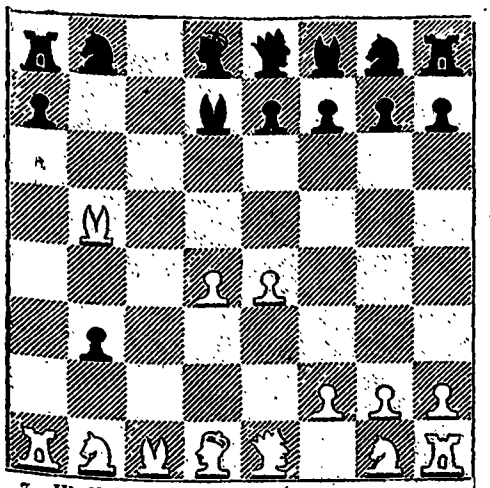
4. *W. Q. Castle's Pawn 2 squares.*
B. Q. Bishop's Pawn 1 square.



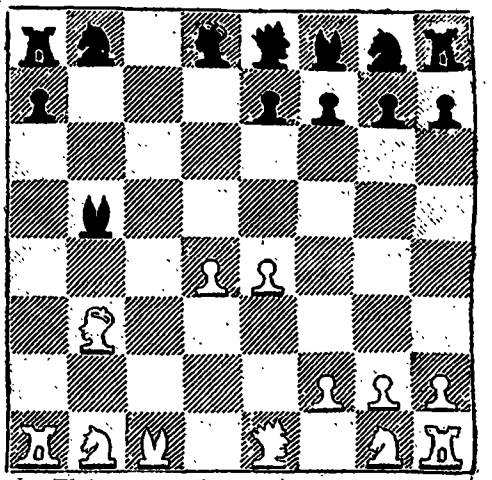
5. *W. Q. Knight's Pawn 1 square.*
B. Gambit Pawn takes Pawn.



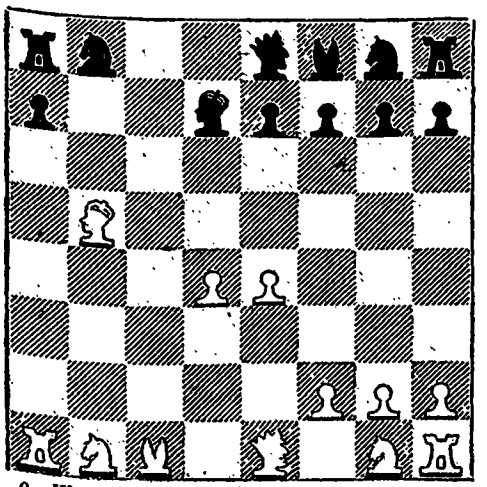
6. *W. Castle's Pawn takes Pawn.*
B. Q. Bishop's Pawn takes Pawn.



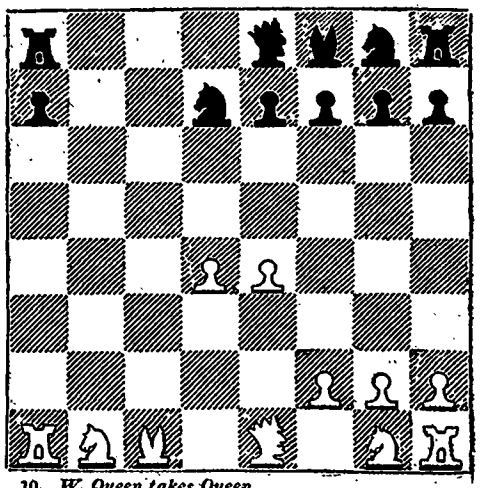
7. *W. K. Bishop takes Pawn, and gives check.*
B. Bishop covers check.



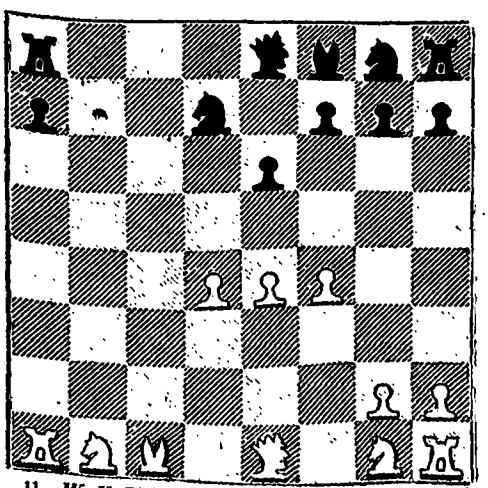
8. *W. Queen takes Pawn.*
B. Bishop takes Bishop.



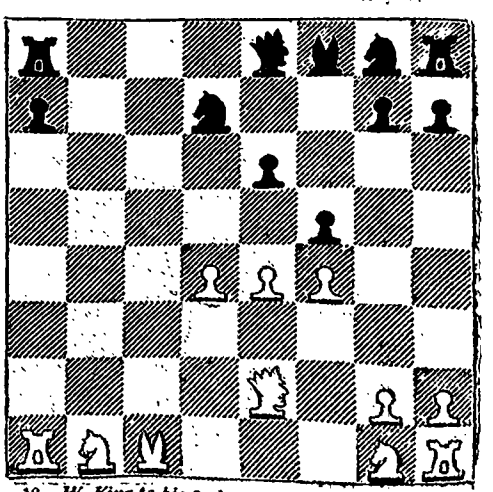
9. *W. Queen takes Bishop, and gives check.*
B. Queen covers check.



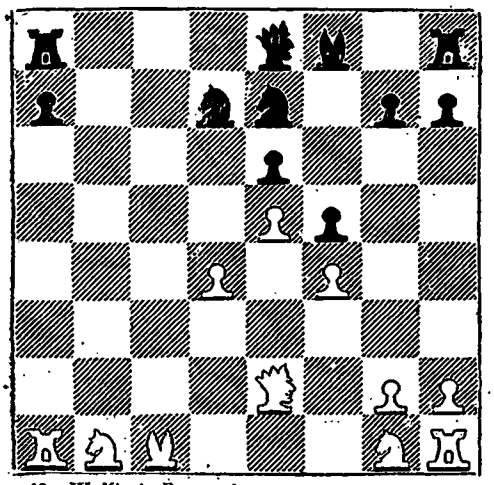
10. *W. Queen takes Queen.*
B. Knight takes Queen.



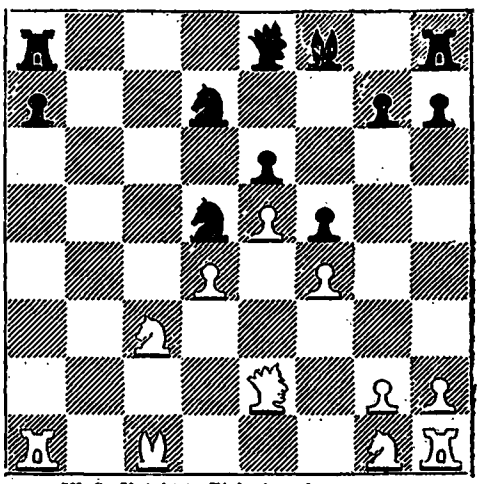
11. *W. K. Bishop's Pawn 2 squares.*
B. King's Pawn 1 square.



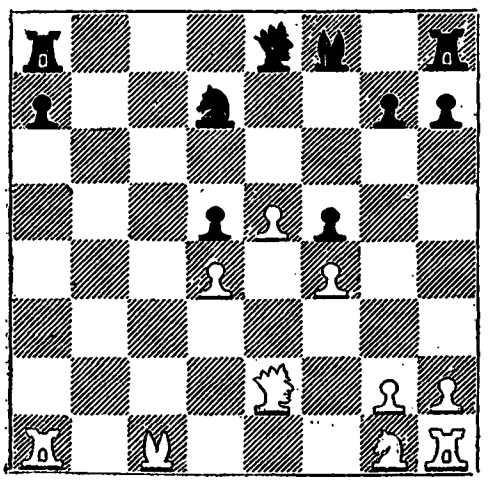
12. *W. King to his 2nd square.*
B. K. Bishop's Pawn 2 squares.



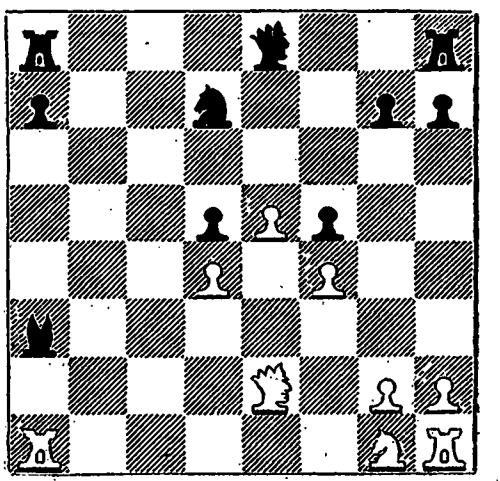
13. *W. King's Pawn advances.*
B. K. Knight at King's 2nd.



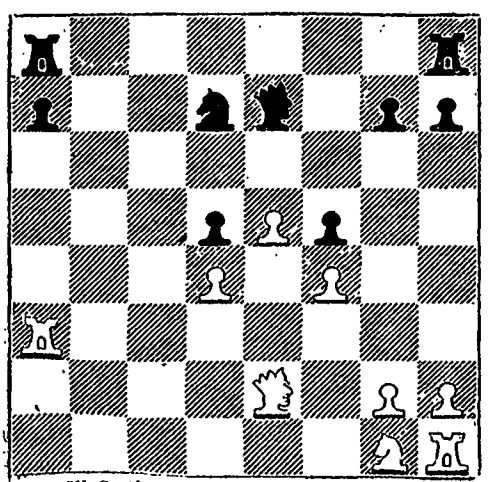
14. *W. Q. Knight to Bishop's 3rd.*
B. K. Knight to Queen's 4th.



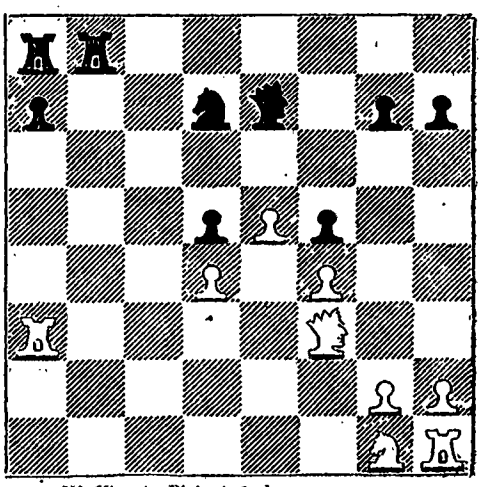
15. *W. Knight takes Knight.*
B. Pawn takes Knight.



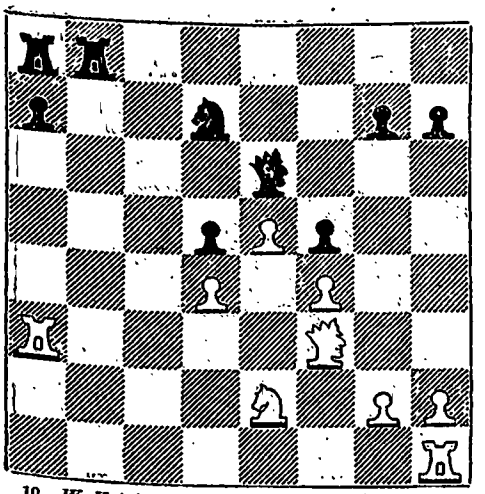
16. *W. Q. Bishop to Castle's 3rd.*
B. Bishop takes Bishop.



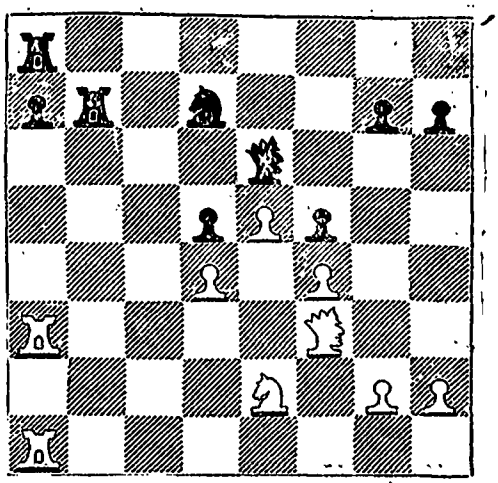
17. *W. Castle takes Bishop.*
B. King to his 2nd square.



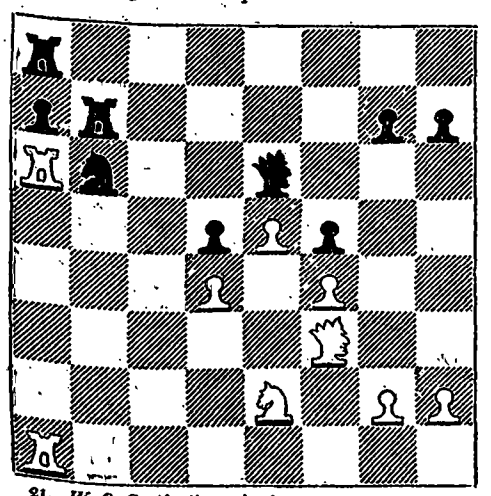
18. *W. King to Bishop's 3rd.*
B. K. Castle to Q. Knight's square.



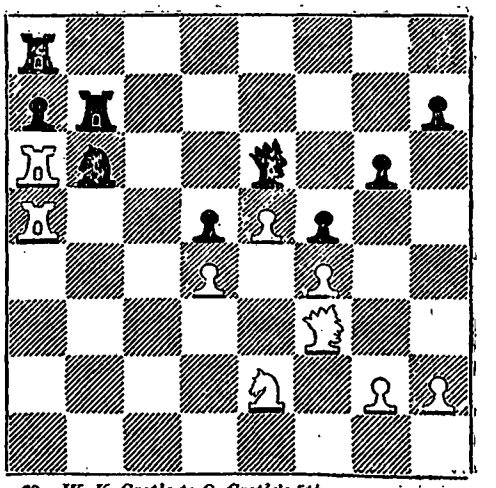
19. *W. Knight to King's 2nd.*
B. King to his 3rd square.



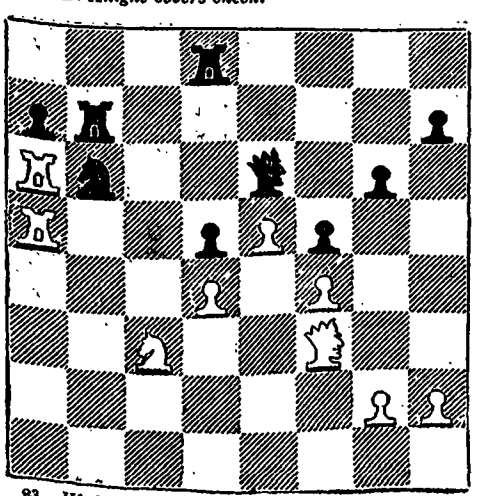
20. *W. K. Castle to Q. Castle's square.*
B. K. Castle to Q. Knight's 2nd.



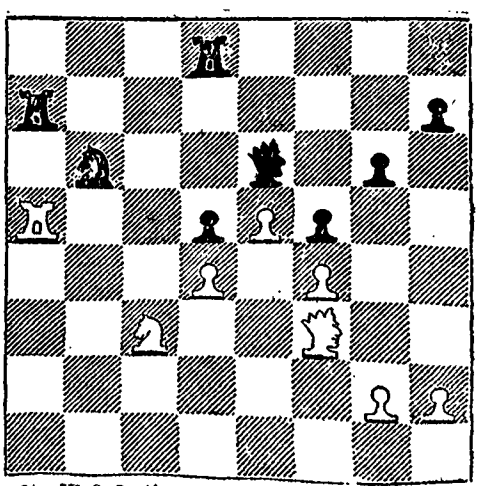
21. *W. Q. Castle gives check.*
B. Knight covers check.



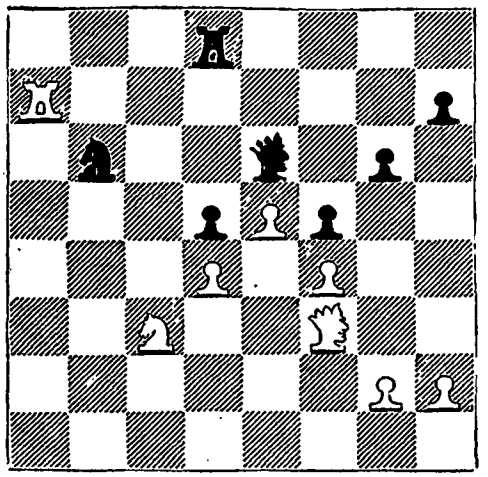
22. *W. K. Castle to Q. Castle's 5th.*
B. K. Knight's Pawn 1 square.



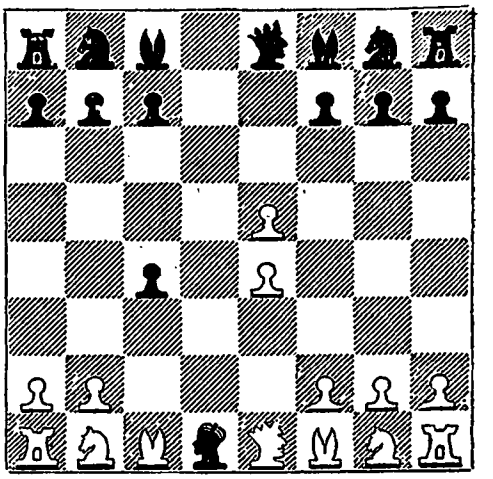
23. *W. Knight to Q. Bishop's 3rd.*
B. Q. Castle to Queen's square.



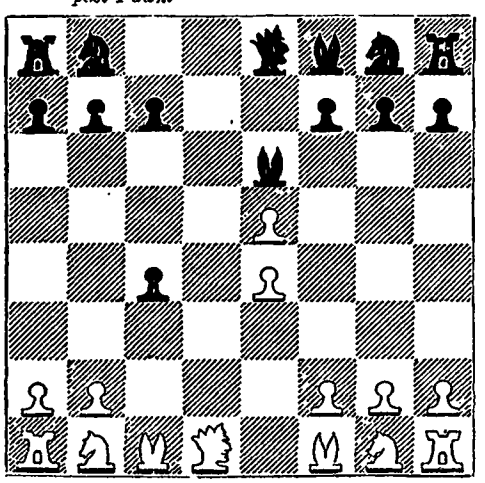
24. *W. Q. Castle takes Castle's Pawn.*
B. Castle takes Castle.



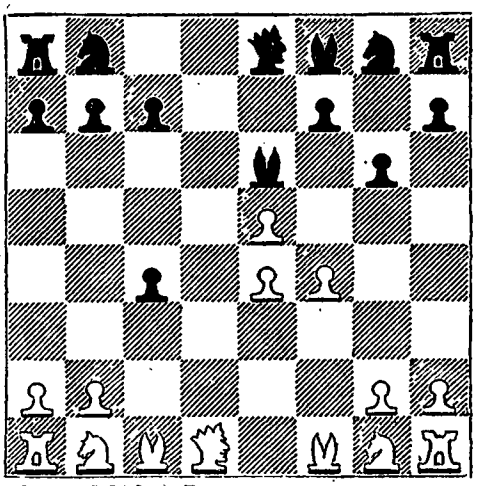
25. *W. Castle takes Castle, and white must win, having a Pawn superiority, and, moreover, a past Pawn.*



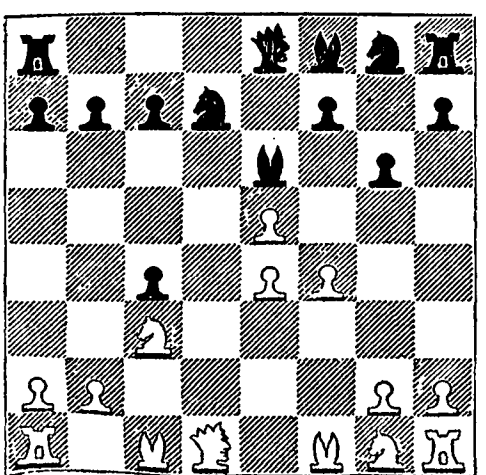
4. *W. Queen's Pawn takes Pawn.*
B. Queen takes Queen.



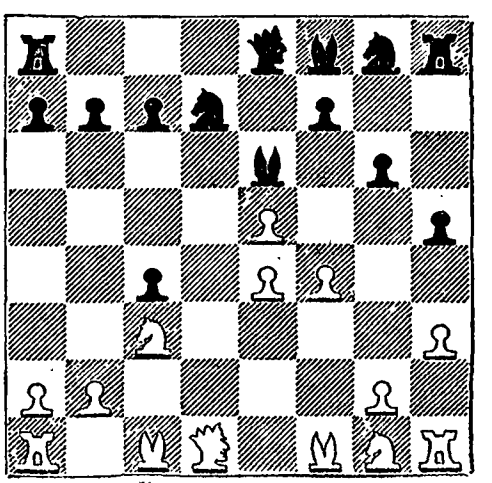
5. *W. King takes Queen.*
B. Q. Bishop to King's 3rd.



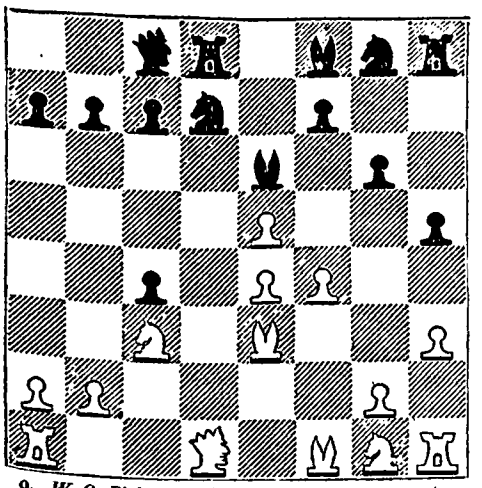
6. *W. K. Bishop's Pawn 2 squares.*
B. K. Knight's Pawn 1 square.



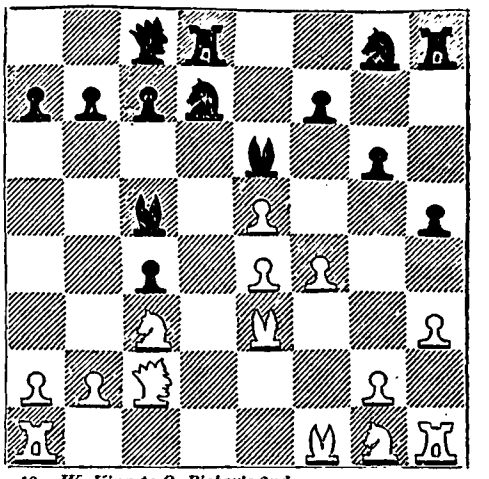
7. *W. Q. Knight to Bishop's 3rd.*
B. Q. Knight to Queen's 2nd.



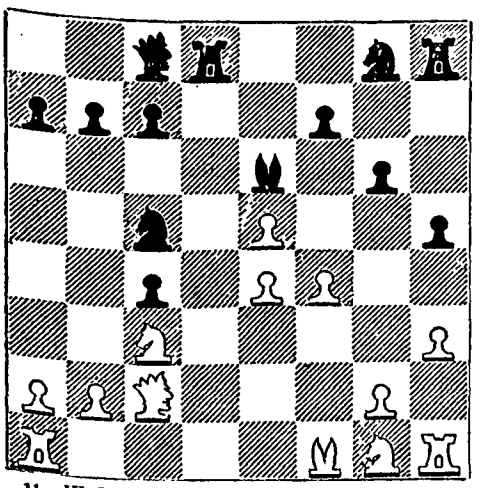
8. *W. K. Castle's Pawn 1 square.*
B. K. Castle's Pawn 2 squares.



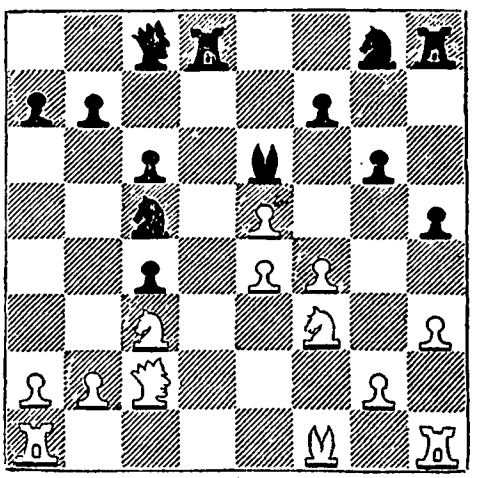
9. *W. Q. Bishop to King's 3rd.*
B. King castles.



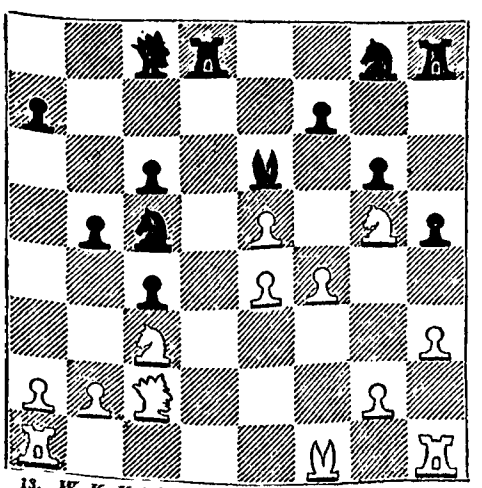
10. *W. King to Q. Bishop's 2nd.*
B. K. Bishop to Q. Bishop's 4th.



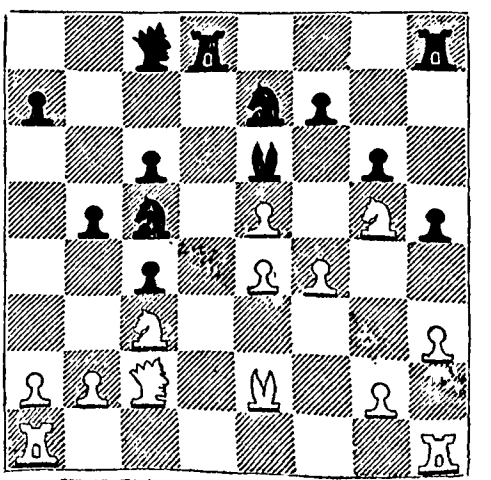
11. *W. Bishop takes Bishop.*
B. Knight takes Bishop.



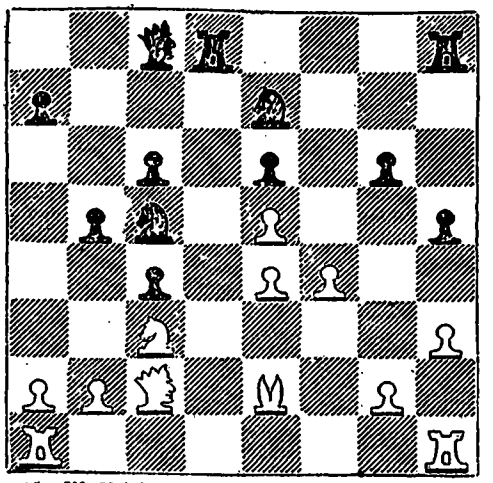
12. *W. K. Knight to Bishop's 3rd.*
B. Q. Bishop's Pawn 1 square.



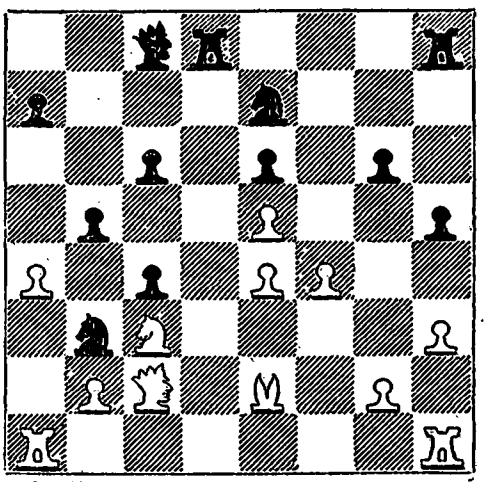
13. *W. K. Knight to his 5th square.*
B. Q. Knight's Pawn 2 squares.



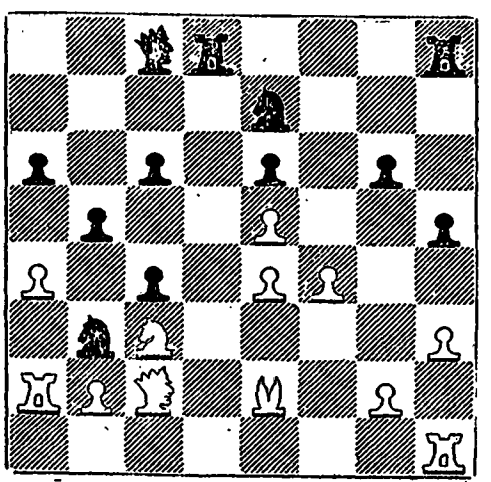
14. *W. K. Bishop to King's 2nd.*
B. K. Knight to King's 2nd.



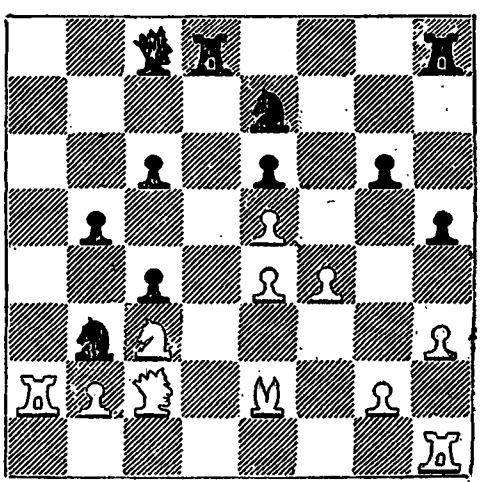
15. *W. Knight takes Bishop.*
B. Pawn takes Knight.



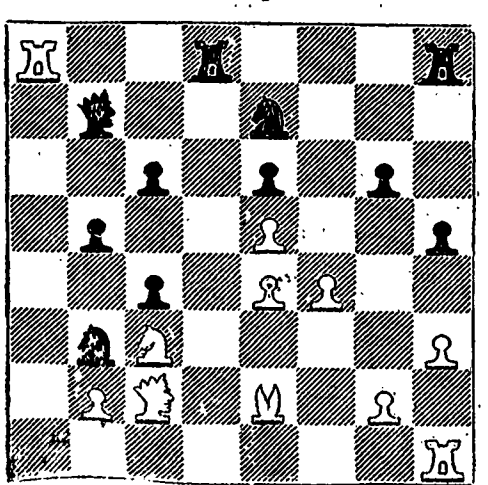
16. *W. Q. Castle's Pawn 2 squares.*
B. Q. Knight to his 6th square.



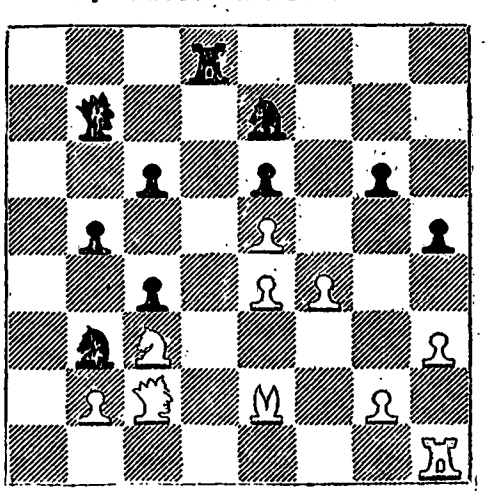
17. *W. Q. Castle to 2nd square.*
B. Q. Castle's Pawn 1 square.



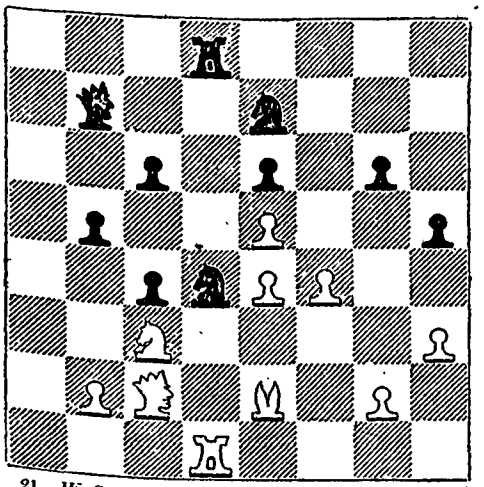
18. *W. Q. Castle's Pawn takes Pawn.*
B. Q. Castle's Pawn takes Pawn.



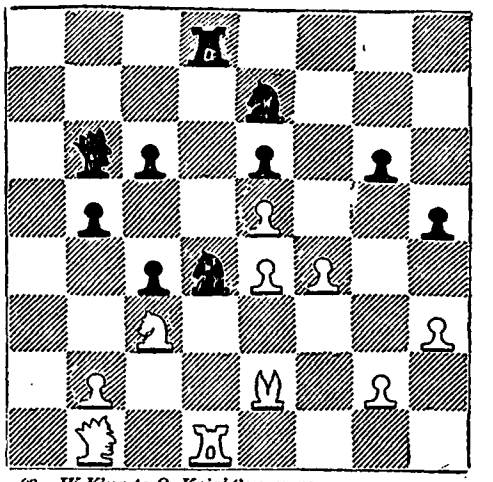
19. *W. Castle gives check.*
B. King to Q. Knight's 2nd.



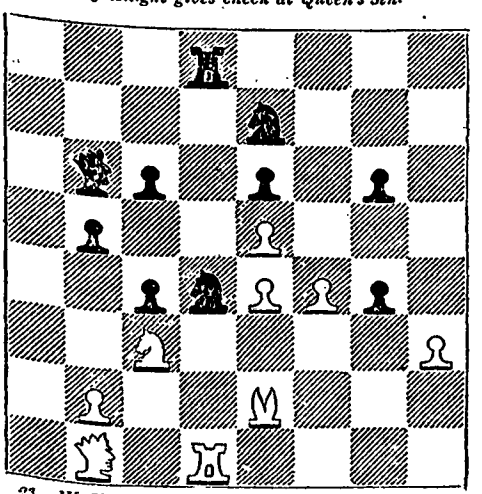
20. *W. Castle takes Castle.*
B. Castle takes Castle.



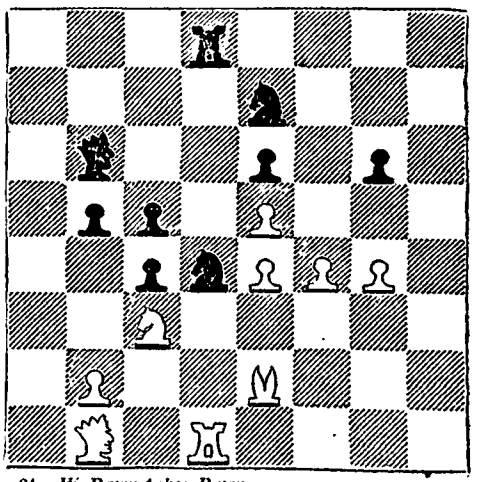
21. *W. Castle to Queen's square.*
B. Q. Knight gives check at Queen's 5th.



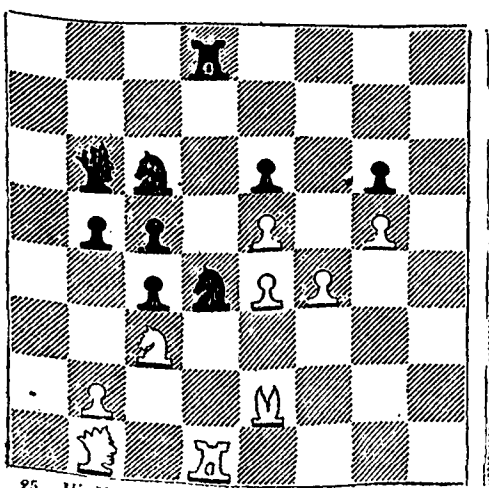
22. *W. King to Q. Knight's square.*
B. King to Q. Knight's 3rd.



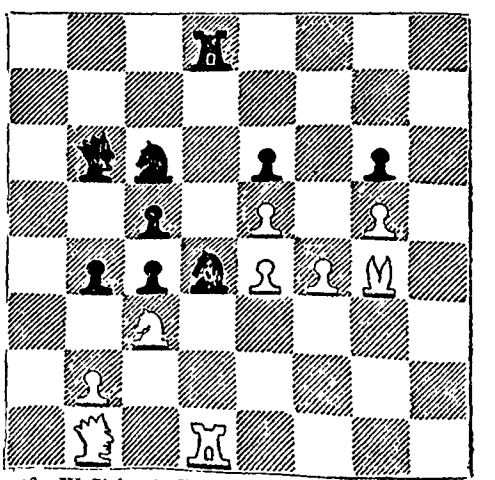
23. *W. K. Knight's Pawn 2 squares.*
B. Pawn takes Pawn.



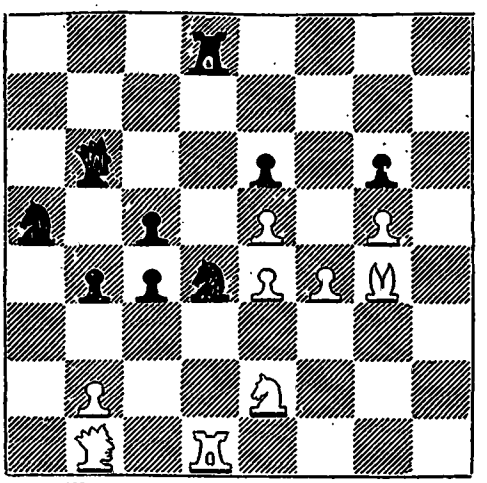
24. *W. Pawn takes Pawn.*
B. Q. Bishop's Pawn 1 square.



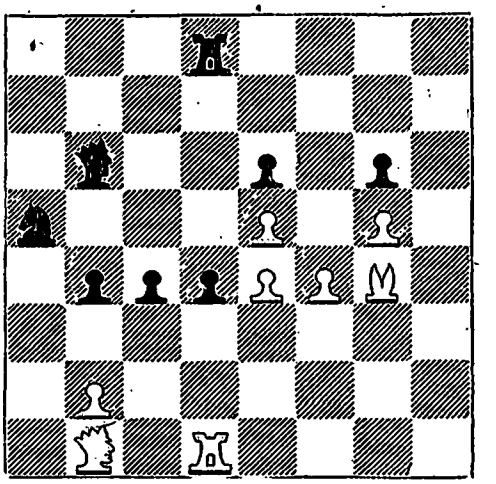
25. *W. K. Knight's Pawn 1 square.*
B. K. Knight to Q. Bishop's 3rd.



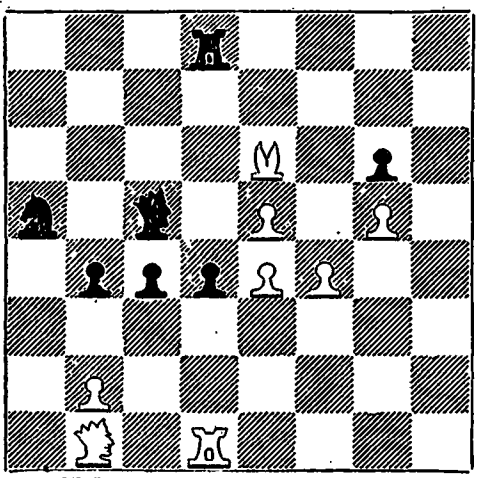
26. *W. Bishop to K. Knight's 4th.*
B. Q. Knight's Pawn 1 square.



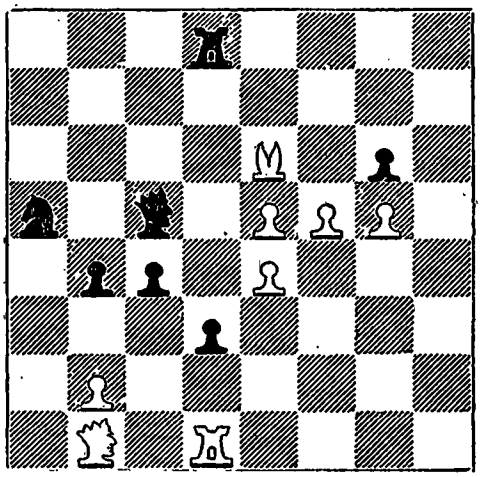
27. *W. Knight to King's 2nd.*
B. K. Knight to Q. Castle's 4th.



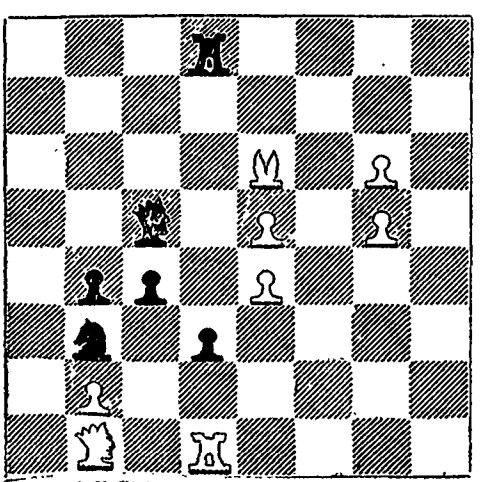
28. *W. Knight takes Knight.*
B. Pawn takes Knight.



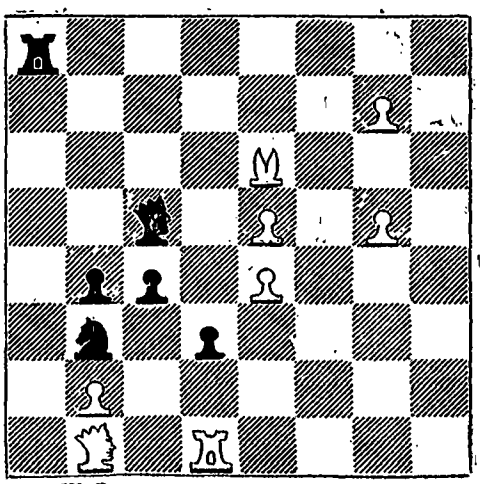
29. *W. Bishop takes Pawn.*
B. King to Q. Bishop's 4th.



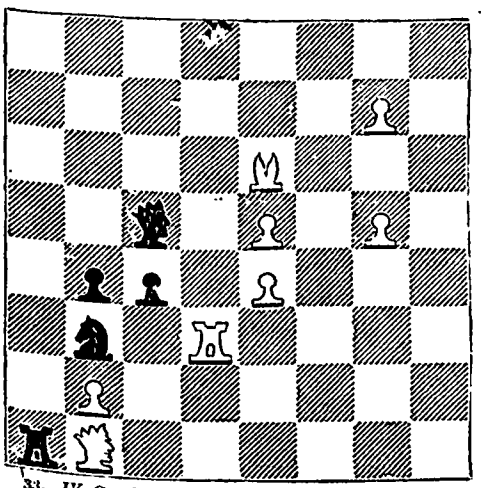
30. *W. K. Bishop's Pawn 1 square.*
B. Queen's Pawn 1 square.



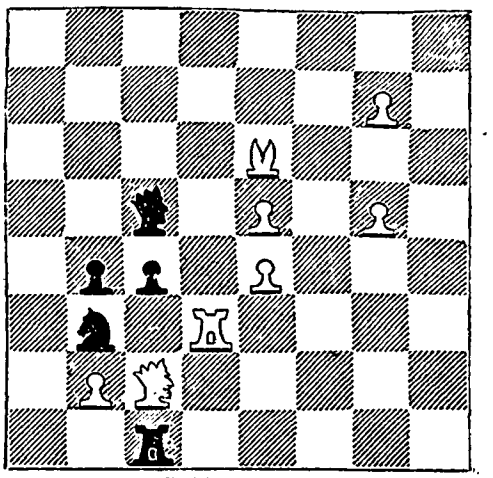
31. *W. K. Bishop's Pawn takes Pawn.*
B. Knight at white Q. Knight's 3rd.



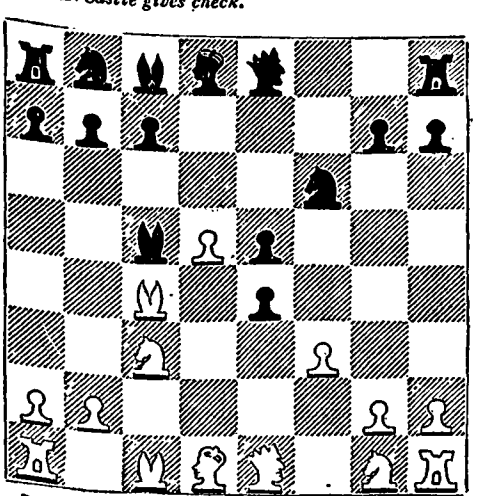
32. *W. Pawn 1 square.*
B. Castle to Q. Castle's square.



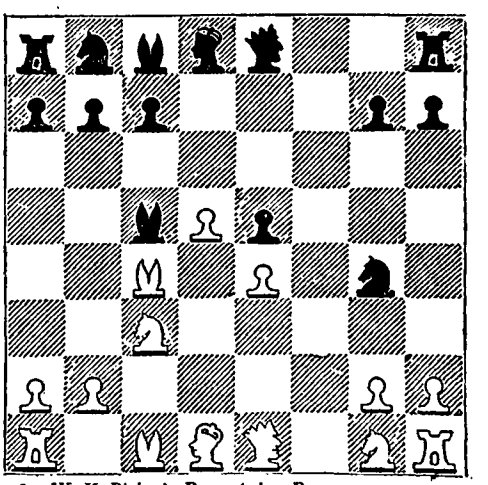
33. *W. Castle takes Pawn.*
B. Castle gives check.



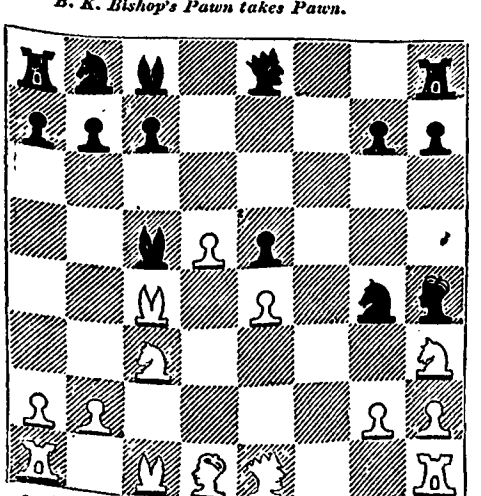
34. *W. King to Bishop's 2nd.*
B. Castle gives Check-mate at Q. Bishop's square.



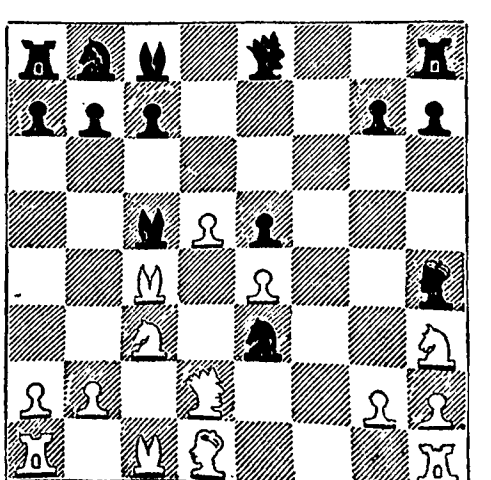
7. *W. K. Bishop takes Gambit Pawn.*
B. K. Bishop's Pawn takes Pawn.



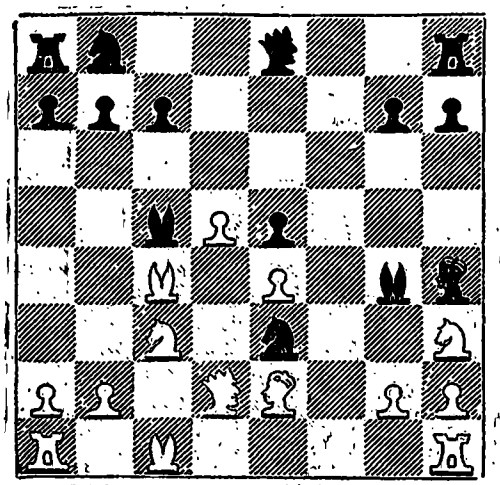
8. *W. K. Bishop's Pawn takes Pawn.*
B. K. Knight to his 5th square.



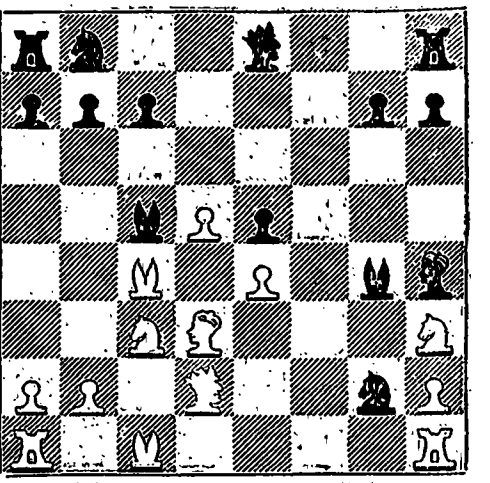
9. *W. K. Knight to Castle's 3rd.*
B. Queen gives check.



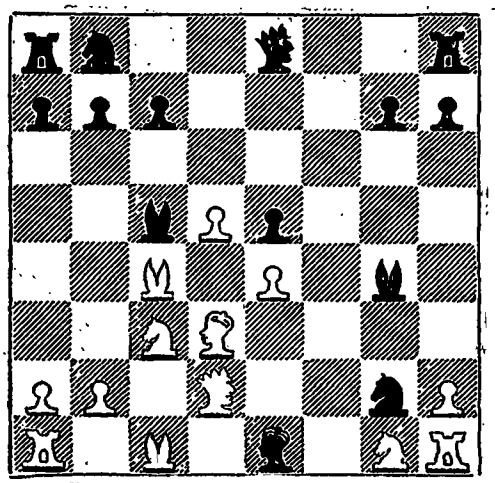
10. *W. King to Queen's 2nd.*
B. K. Knight to white King's 3rd.



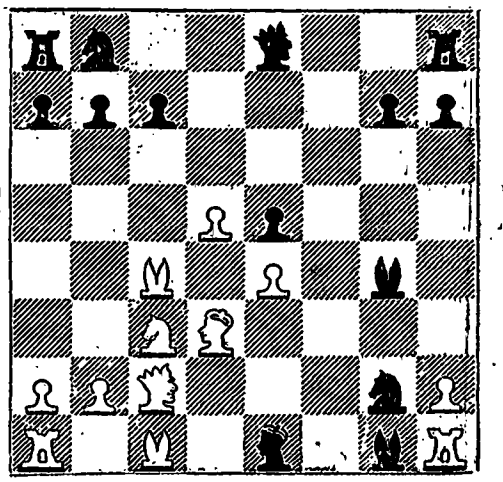
11. *W. Queen to King's 2nd.*
B. Q. Bishop to K. Knight's 5th.



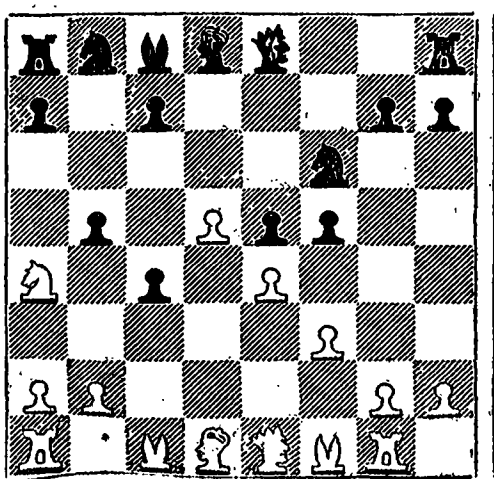
12. *W. Queen to her 3rd square.*
B. K. Knight takes Pawn.



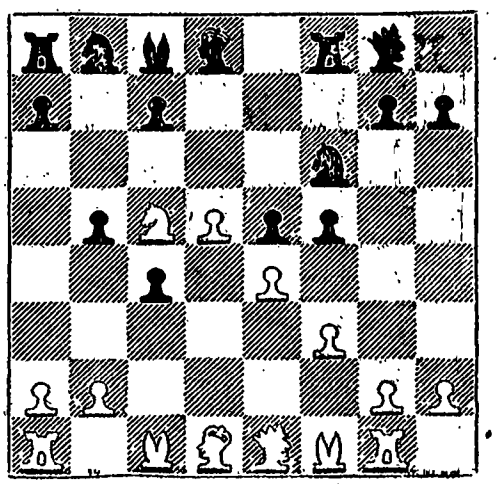
13. *W. K. Knight to his home.*
B. Queen to white King's square, gives check.



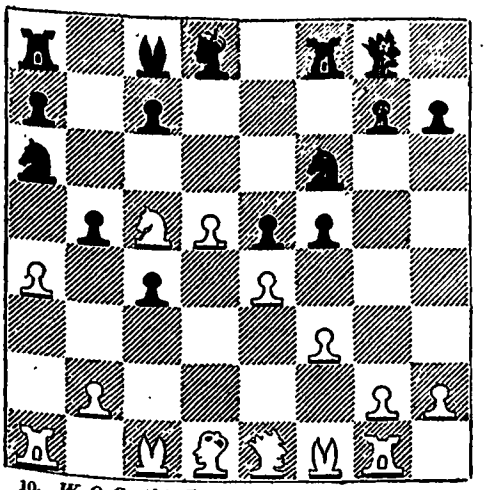
14. *W. King retires.*
B. K. Bishop takes Knight, and black wins.



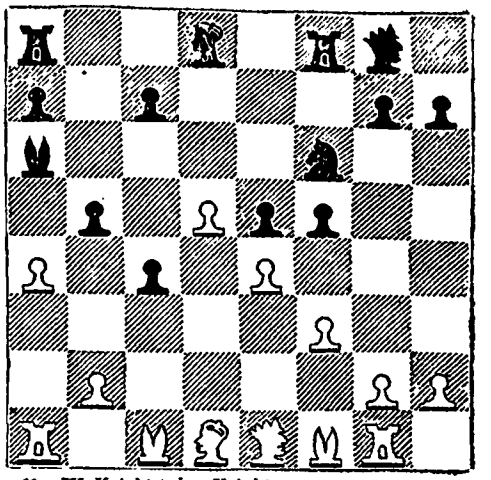
8. *W. Castle takes Bishop,*
B. Q. Knight's Pawn 2 squares.



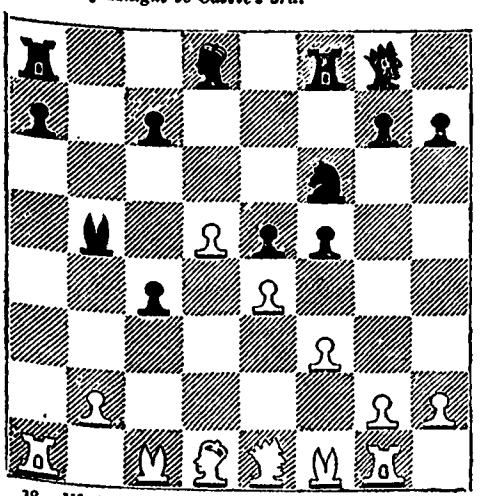
9. *W. Knight to Q. Bishop's 5th.*
B. King castles.



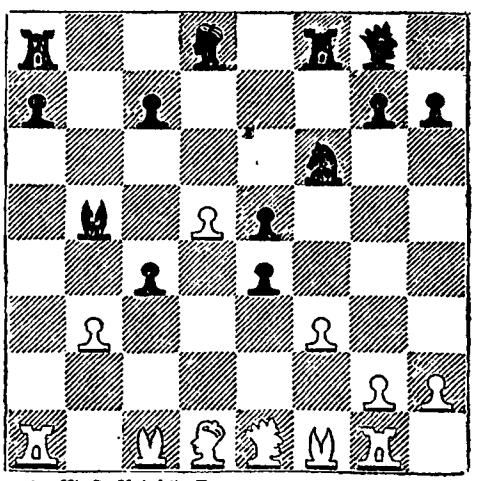
10. *W. Q. Castle's Pawn 2 squares.*
B. Q. Knight to Castle's 3rd.



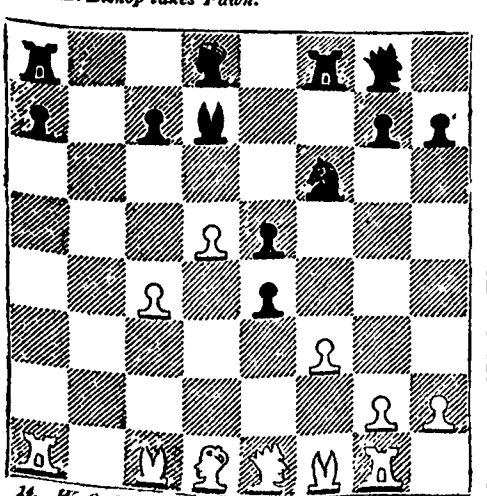
11. *W. Knight takes Knight.*
B. Bishop takes Knight.



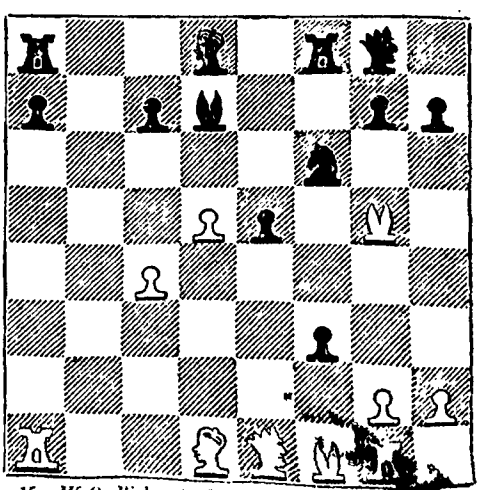
12. *W. Castle's Pawn takes Pawn.*
B. Bishop takes Pawn.



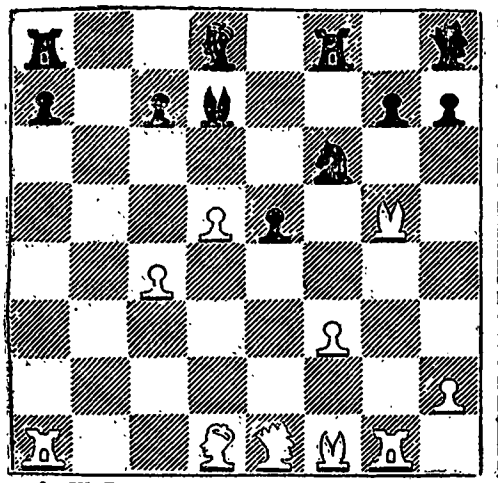
13. *W. Q. Knight's Pawn 1 square.*
B. K. Bishop's Pawn takes Pawn.



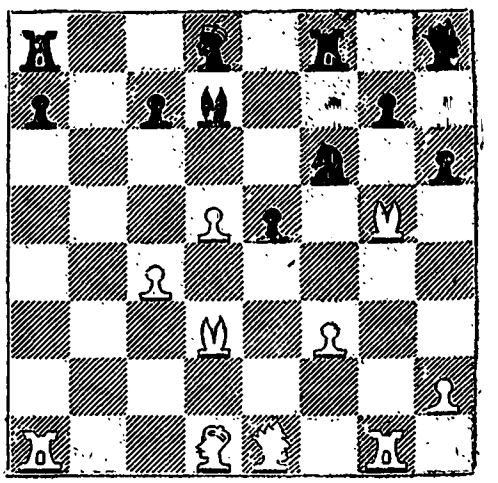
14. *W. Q. Knight's Pawn takes Pawn.*
B. Bishop to Queen's 2nd.



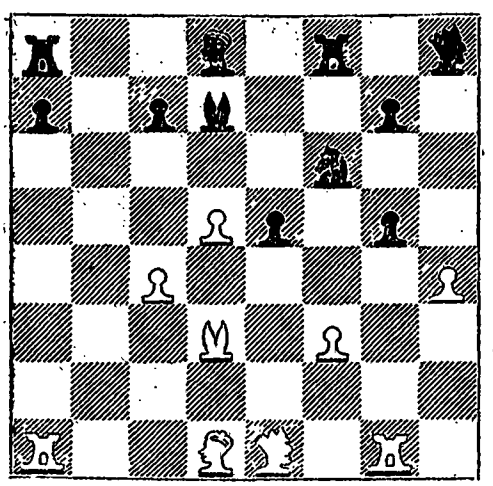
15. *W. Q. Bishop to K. Knight's 5th.*
B. Pawn takes Pawn.



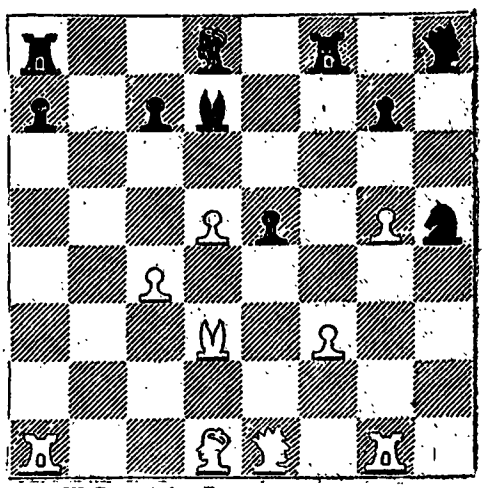
16. *W. Pawn takes Pawn.*
B. King to Castle's square.



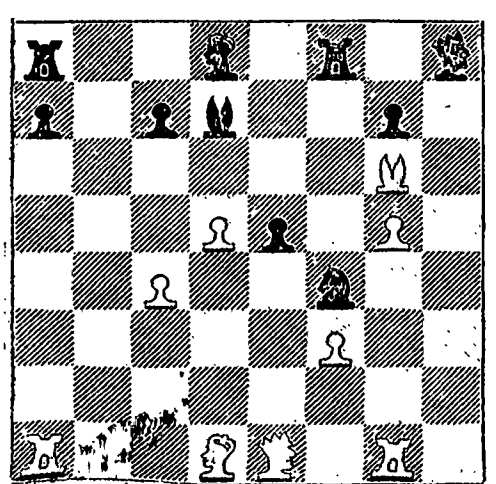
17. *W. K. Bishop to Queen's 3rd.*
B. K. Castle's Pawn 1 square.



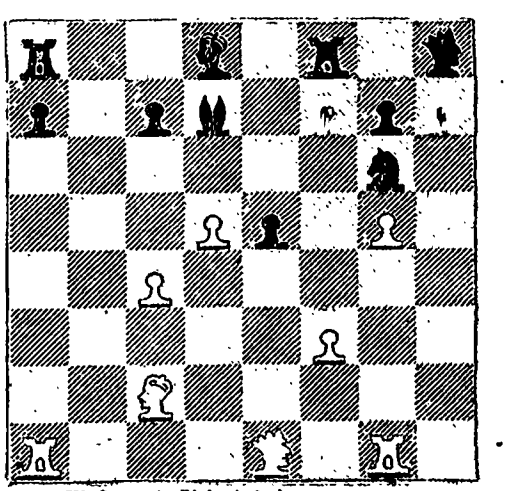
18. *W. K. Castle's Pawn 2 squares.*
B. Castle's Pawn takes Q. Bishop.



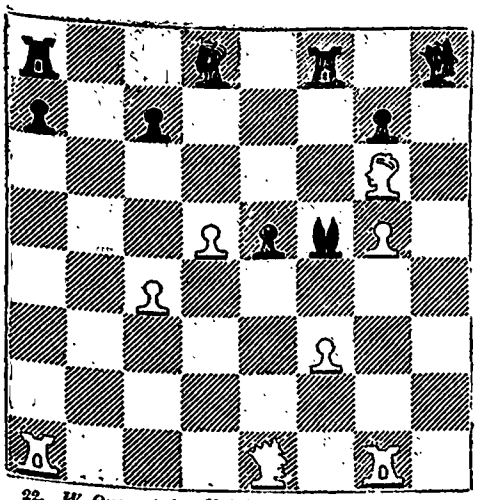
19. *W. Pawn takes Pawn.*
B. Knight to Castle's 4th.



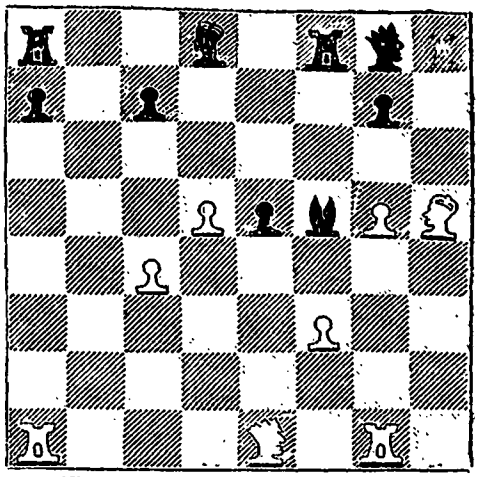
20. *W. Bishop to K. Knight's 6th.*
B. Knight to K. Bishop's 5th.



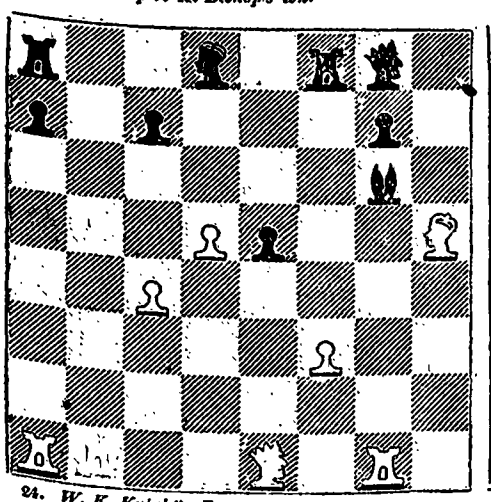
21. *W. Queen to Bishop's 2nd.*
B. Knight takes Bishop, to avoid the Check-mate.



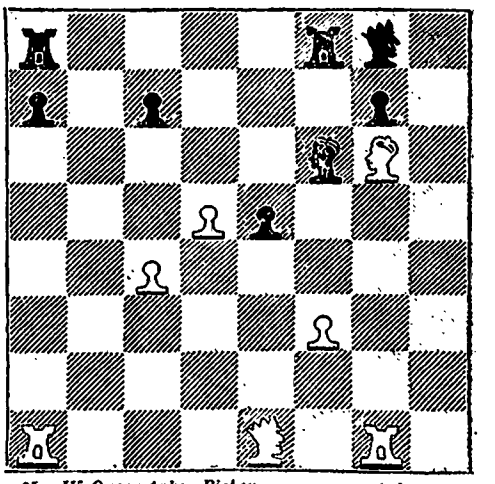
22. *W. Queen takes Knight.*
B. Bishop to K. Bishop's 4th.



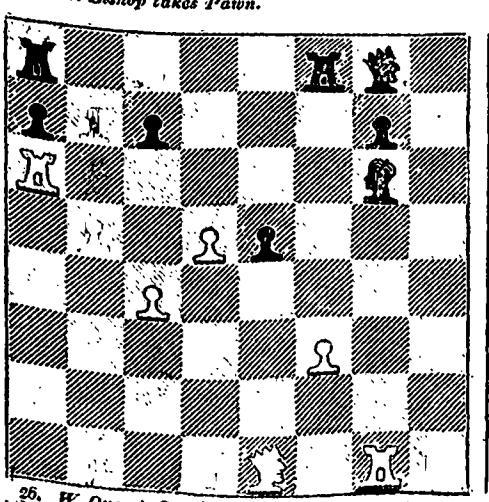
23. *W. Queen gives check.*
B. King retires.



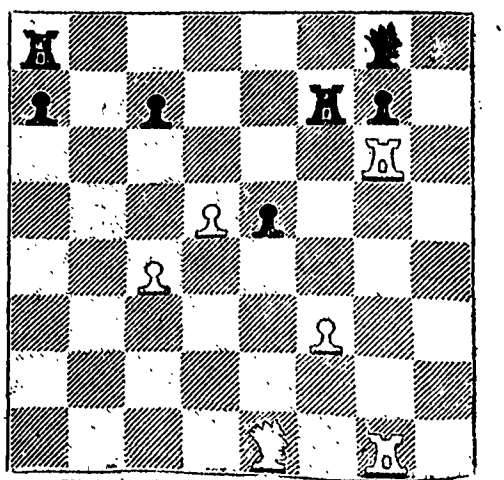
24. *W. K. Knight's Pawn 1 square.*
B. Bishop takes Pawn.



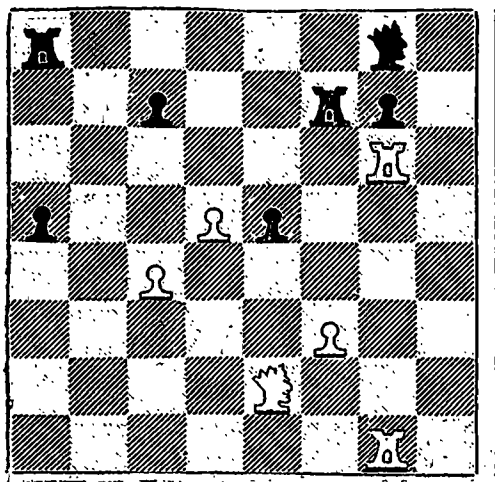
25. *W. Queen takes Bishop.*
B. Queen to K. Bishop's 3rd.



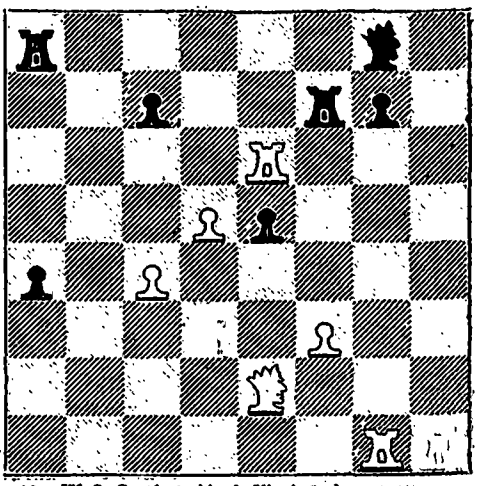
26. *W. Queen's Castle at 6th square.*
B. Queen takes Queen.



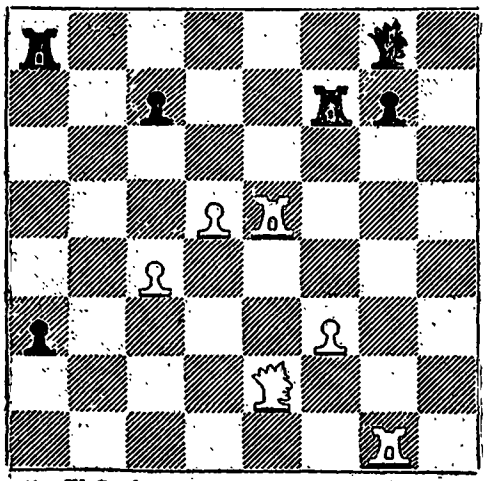
27. *W. Q. Castle takes Queen.*
B. K. Castle to Bishop's 2nd.



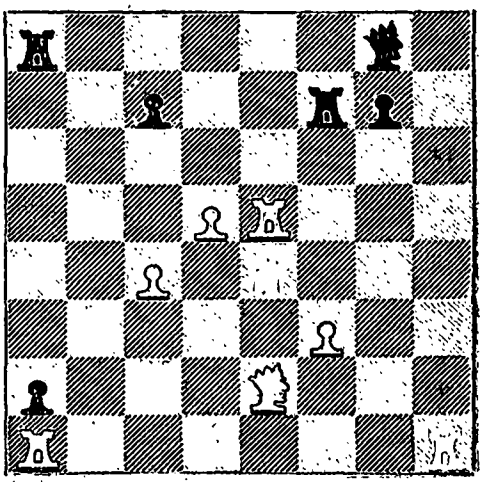
28. *W. King to his 2nd square.*
B. Q. Castle's Pawn 2 squares.



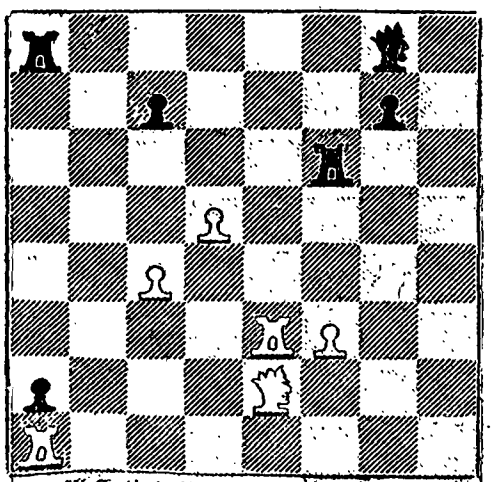
29. *W. Q. Castle to black King's 3rd.*
B. Castle's Pawn 1 square.



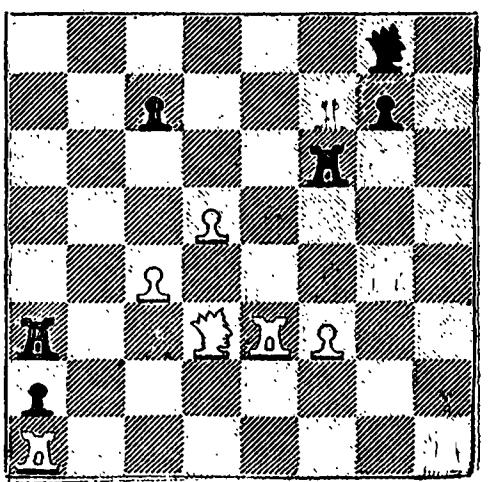
30. *W. Castle takes Pawn.*
B. Castle's Pawn 1 square.



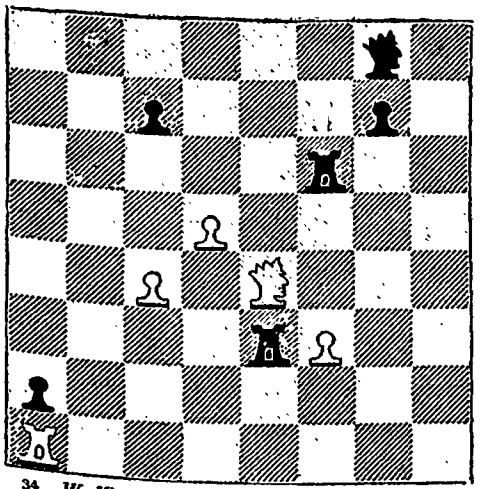
31. *W. K. Castle to Q. Castle's square.*
B. Castle's Pawn 1 square.



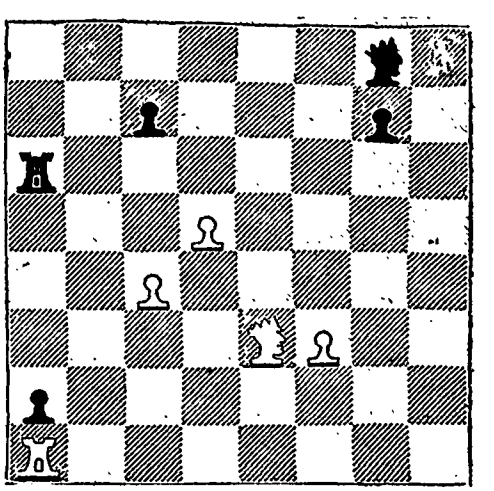
32. *W. Castle to King's 3rd.*
B. K. Castle to Bishop's 3rd.



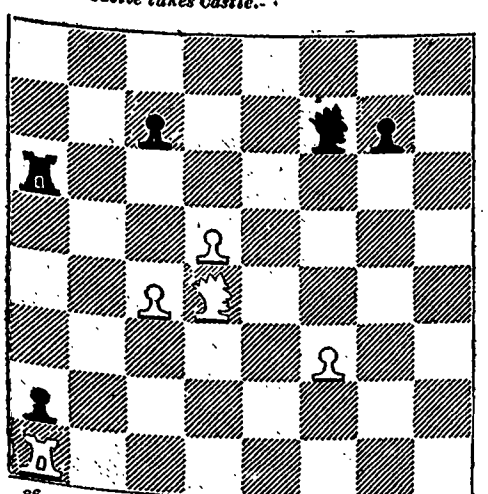
33. *W. King to Queen's 3rd.*
B. Castle gives check.



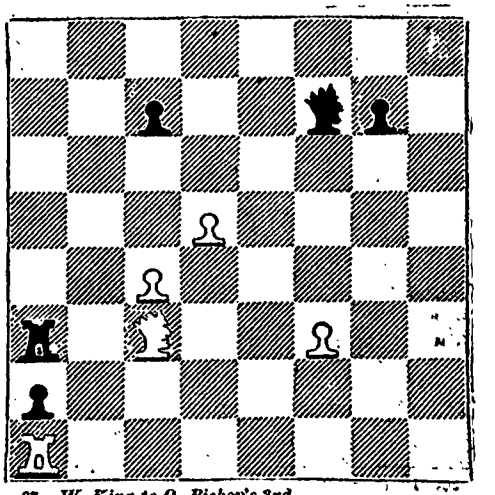
34. *W. King to his 4th square.*
B. Castle takes Castle.



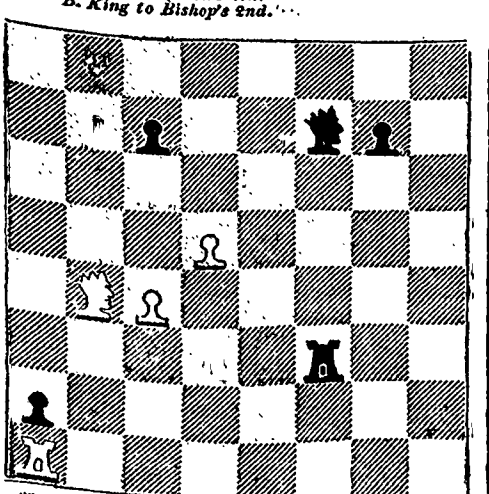
35. *W. King takes Castle.*
B. Castle to Q. Castle's 3rd.



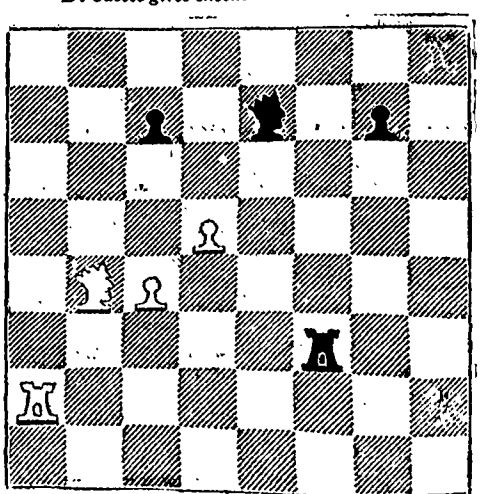
36. *W. King to Queen's 4th.*
B. King to Bishop's 2nd.



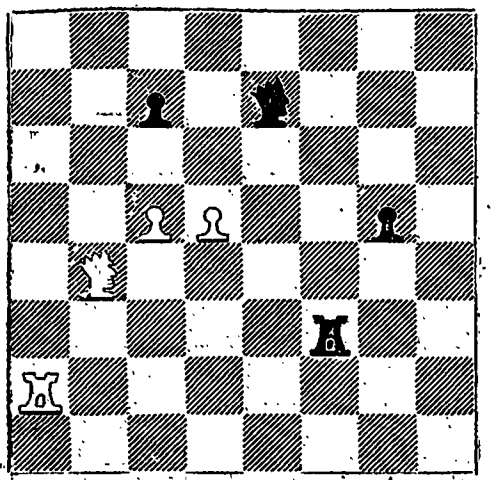
37. *W. King to Q. Bishop's 3rd.*
B. Castle gives check.



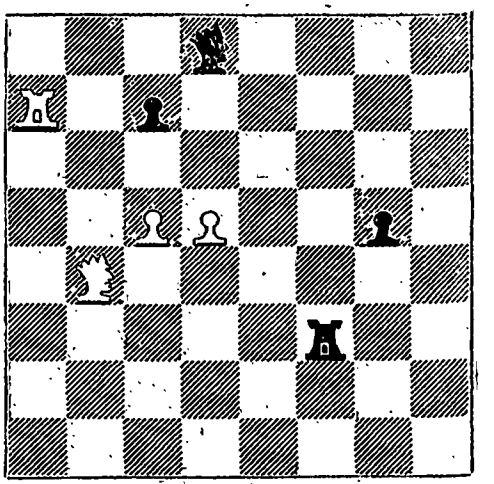
38. *W. King to Q. Knight's 4th.*
B. Castle takes Pawn.



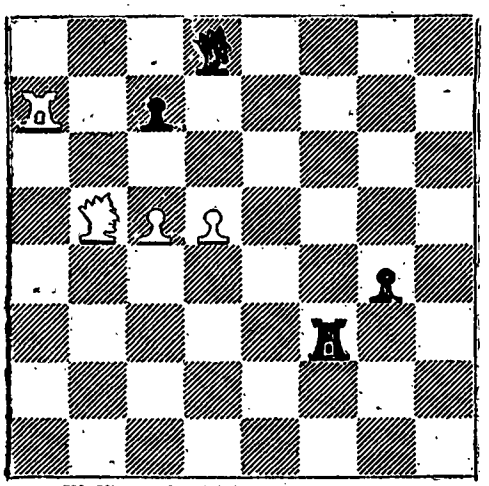
39. *W. Castle takes Pawn.*
B. King to his 2nd square.



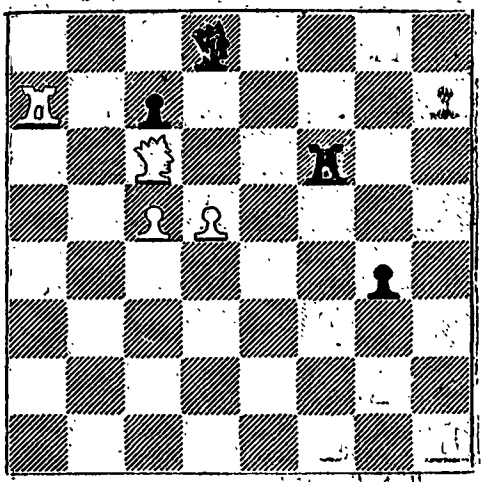
40. *W. Q. Bishop's Pawn 1 square.*
B. K. Knight's Pawn 2 squares.



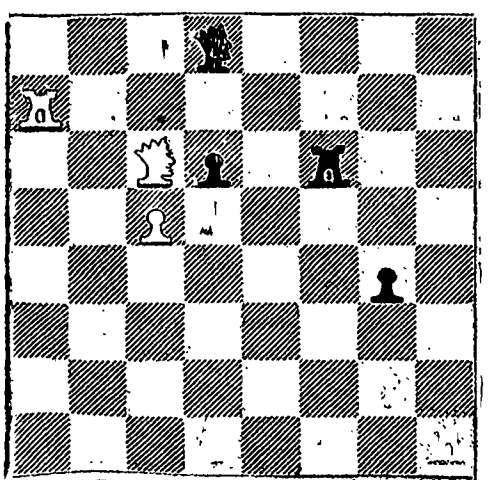
41. *W. Castle to black Q. Castle's 2nd.*
B. King to Queen's square.



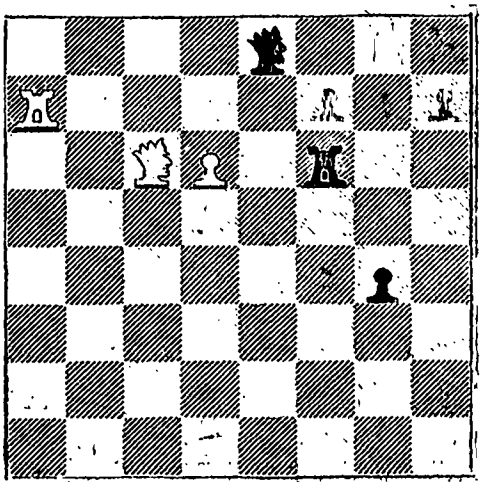
42. *W. King to Q. Knight's 5th.*
B. Knight's Pawn 1 square.



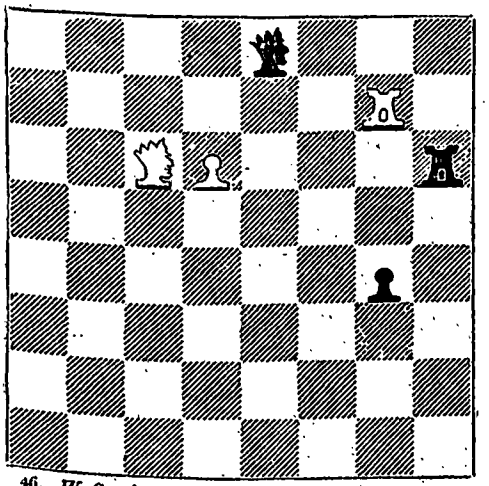
43. *W. King to black Q. Bishop's 3rd.*
B. Castle gives check.



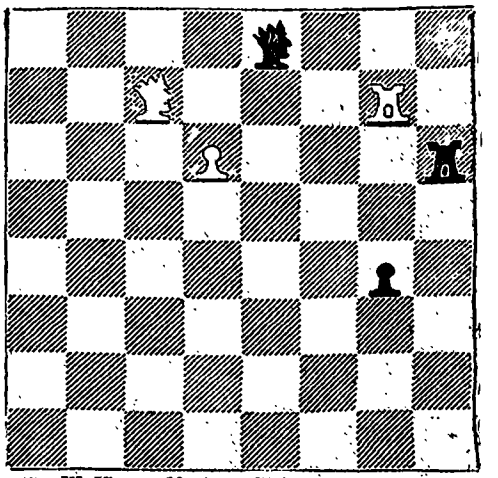
44. *W. Pawn covers check.*
B. Pawn takes Pawn.



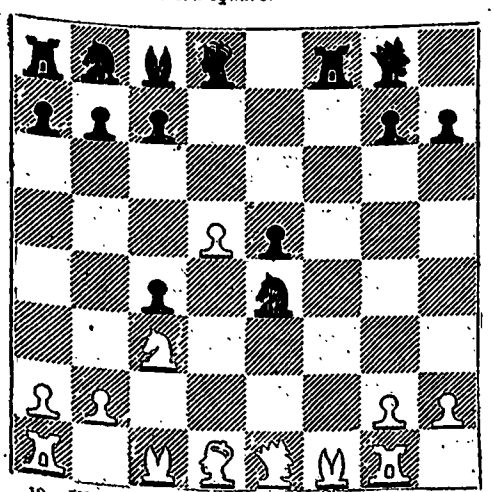
45. *W. Pawn takes Pawn.*
B. King to his square.



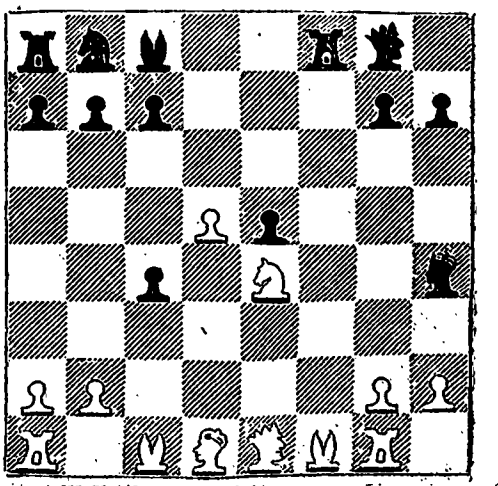
46. *W. Castle to black K. Knight's 2nd.*
B. Castle to 3rd square.



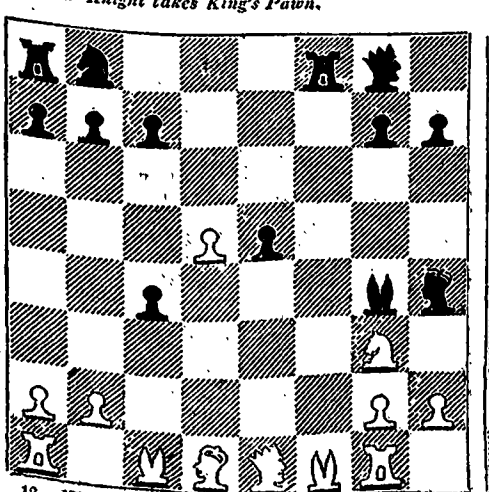
47. *W. King to black Q. Bishop's 2nd; and, afterwards, pushing on his Pawn, will win the Game.*



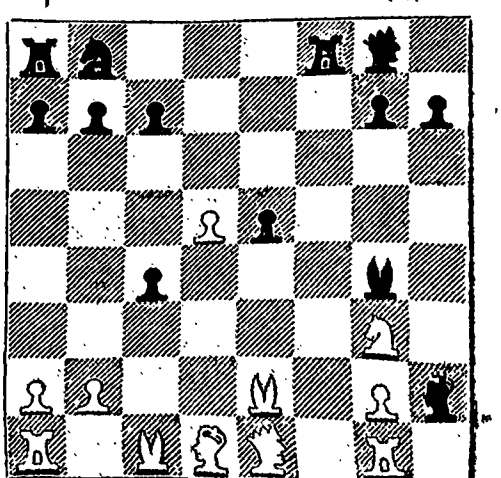
10. *W. K. Bishop's Pawn takes Pawn.*
B. Knight takes King's Pawn.



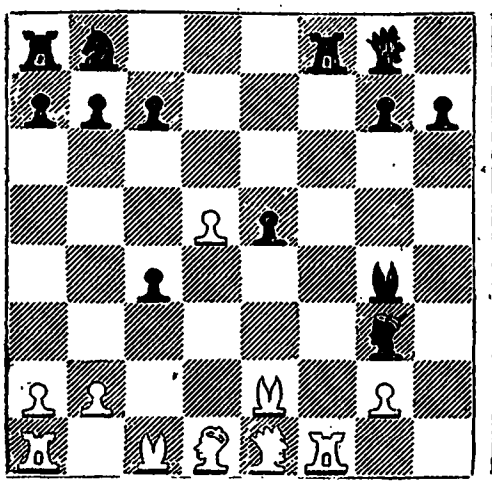
11. *W. Knight takes Knight.*
B. Queen gives check.



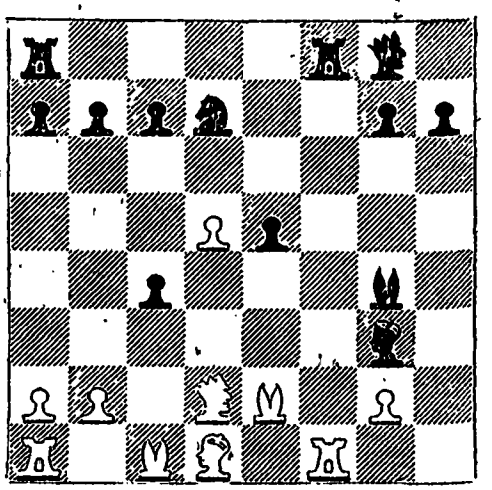
12. *W. Knight to K. Knight's 3rd.*
B. Q. Bishop to K. Knight's 5th.



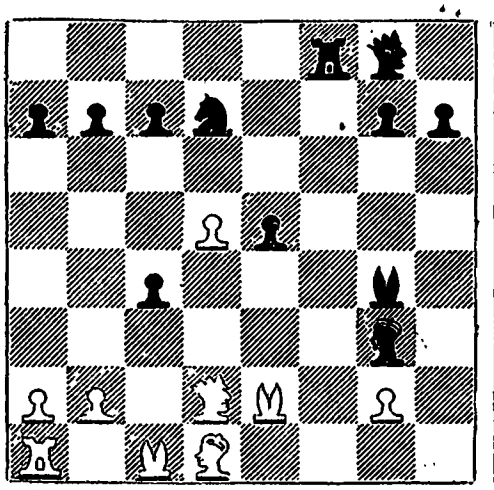
13. *W. K. Bishop to King's 2nd.*
B. Queen takes Castle's Pawn.



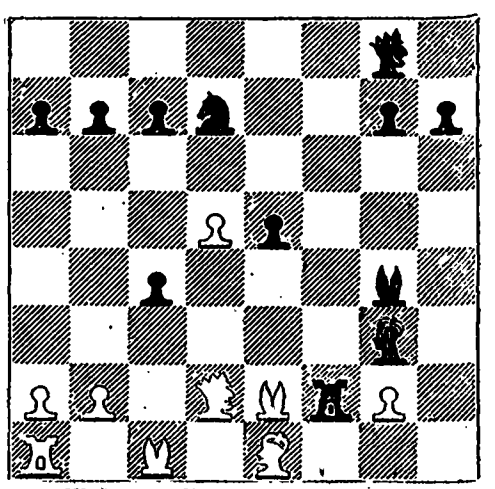
14. *W. K. Castle to Bishop's square.*
B. Queen takes Knight, and gives check.



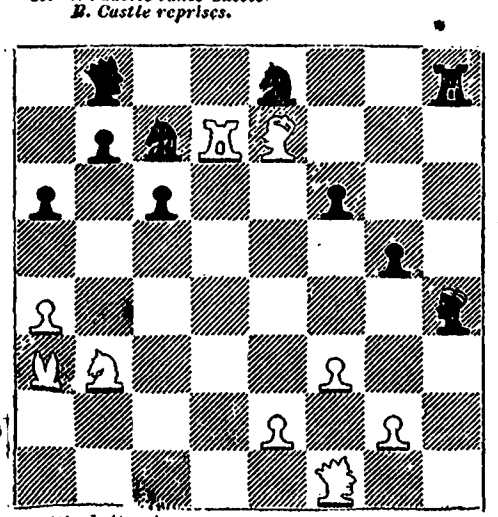
15. *W. King to Queen's 2nd.*
B. Q. Knight to Queen's 2nd.



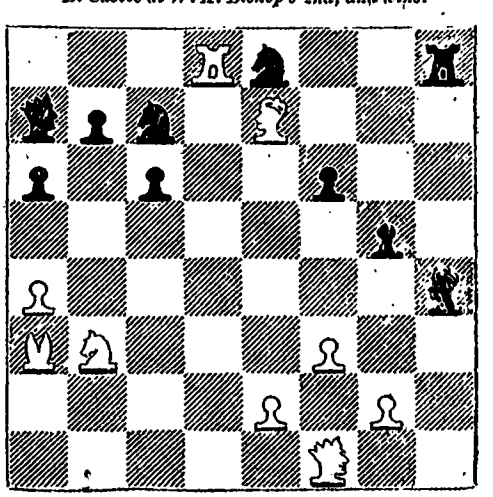
16. *W. Castle takes Castle.*
B. Castle reprises.



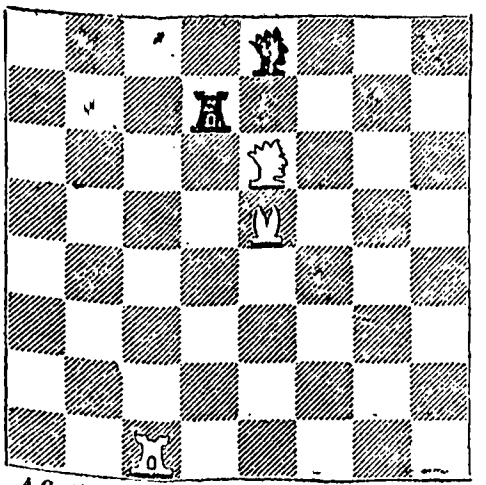
17. *W. Queen to King's square.*
B. Castle at W. K. Bishop's 2nd, and wins.



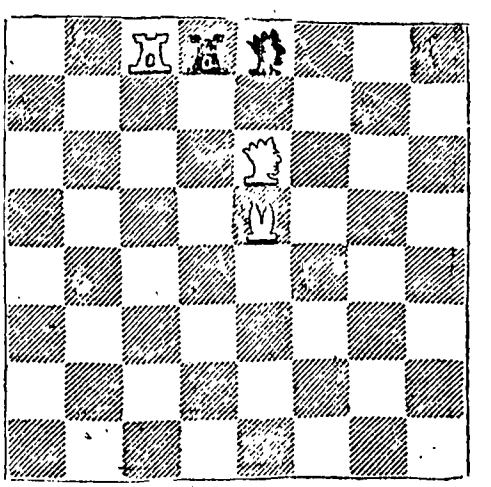
Critical situation from Stamma; *white to move, will give Check-mate in 5 moves.*



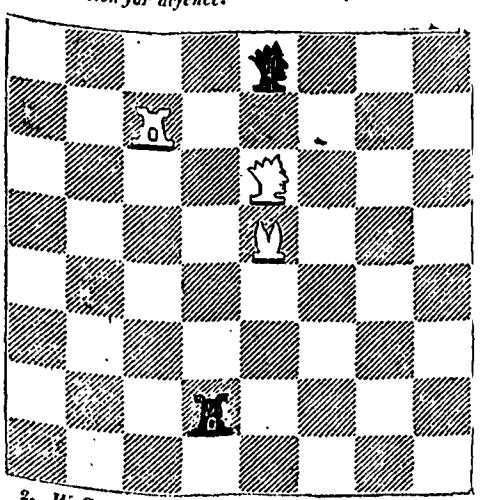
W. Castle 4; King 9; the Queen 27; Pawn 18; Queen will take Pawn; King will take Queen; Bishop on 27: and Knight will give Check-mate on 26.



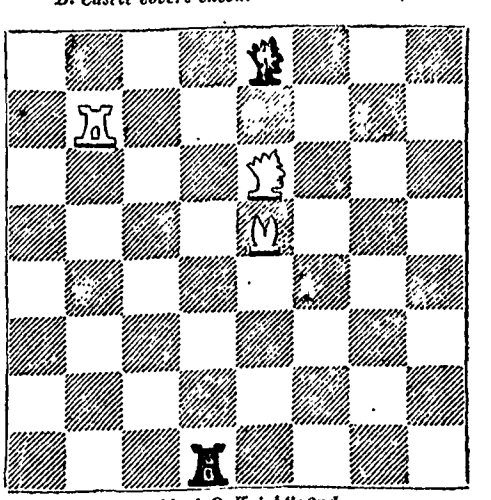
A Castle and Bishop against a Castle, placed in the best situation for defence.



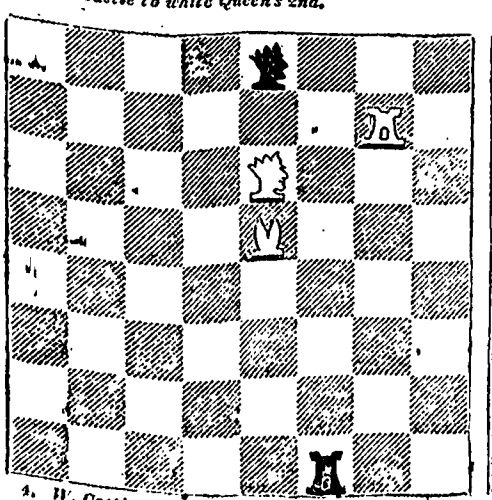
1. *W. Castle gives check.*
   B. Castle covers check.



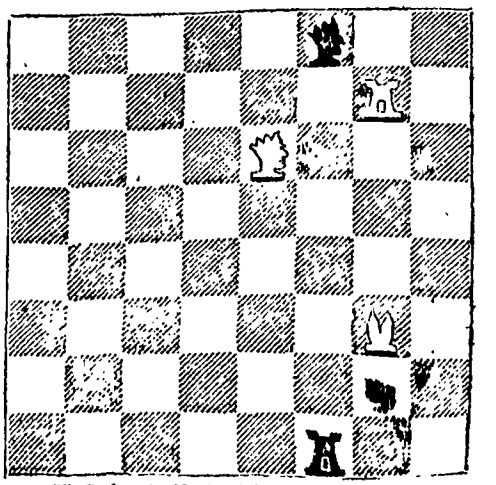
2. *W. Castle to black Q. Bishop's 2nd.*
   B. Castle to white Queen's 2nd.



3. *W. Castle to black Q. Knight's 2nd.*
   B. Castle to white Queen's square.



4. *W. Castle to black K. Knight's 2nd.*
   B. Castle to W. K. Bishop's square.



5. *W. Bishop to K. Knight's 3rd.*
   B. King to his Bishop's square.

6. W. Castle to K. Knight's 4th.
B. King to his square.

7. W. Castle to Q. Bishop's 4th.
B. Castle to white Queen's square.

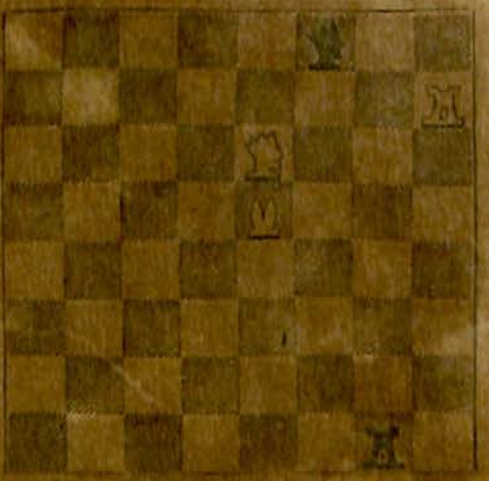
8. W. Bishop to K. Castle's 4th.
B. King to Bishop's square.

9. W. Bishop to black K. Bishop's 3rd.
B. Castle gives check at white King's square.

10. W. Bishop takes Queen.
B. King to his Knight's square.

11. W. Castle to K. Castle's 8th, and gives check mate the following move.

4. W. Castle to black K. Knight's 2nd.
B. King to his Bishop's square.



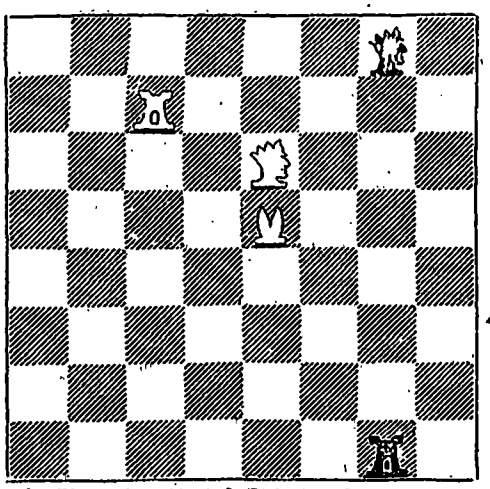
5. W. Castle to black K. Castle's 2nd.
B. Castle to white K. Knight's square.

6. W. Castle to black Q. Bishop's 2nd.
B. Castle gives check at K. Knight's 3rd.

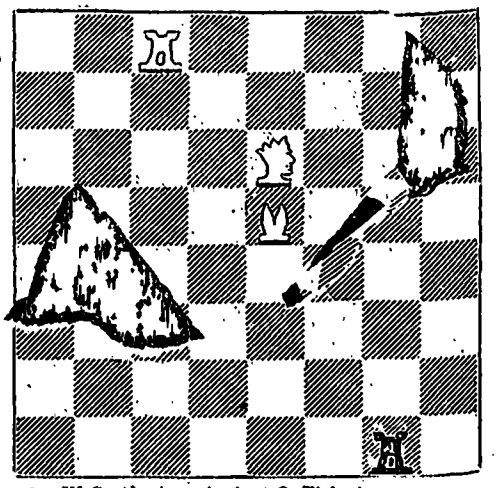
7. W. Bishop covers check.
B. King to his Knight's square.

8. W. Castle gives Check
B. King to his Castle's [illegible]

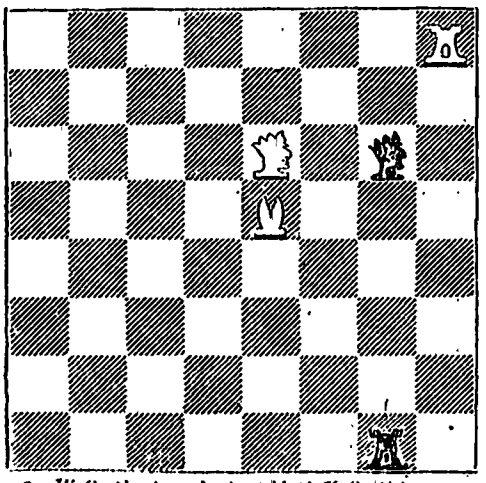
9. W. Castle gives Check-mate at black's K. Castle's square.



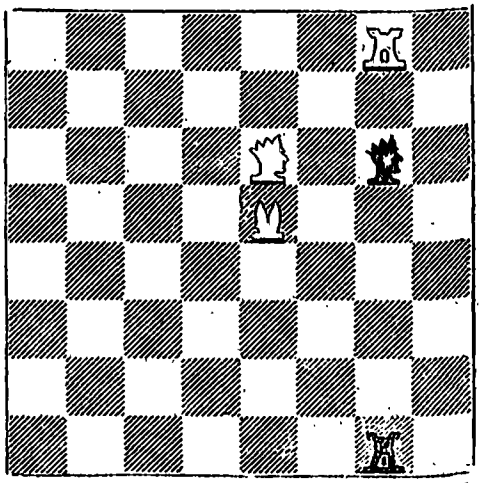
6. *W. Castle to black Q. Bishop's 2nd.*
B. King to his Knight's square.



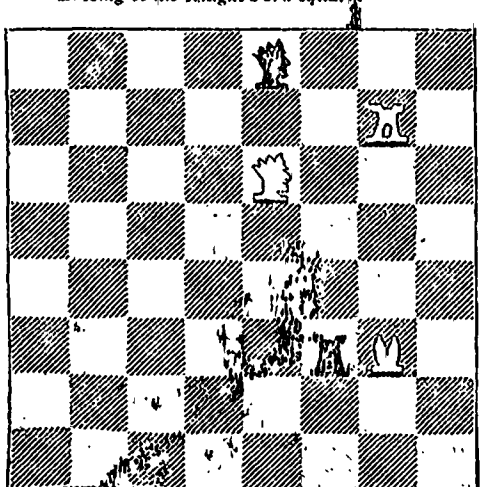
7. *W. Castle gives check at Q. Bishop's square.*
B. King to his Castle's 2nd square.



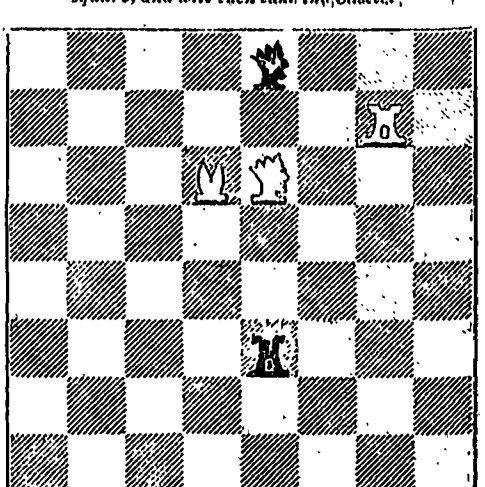
8. *W. Castle gives check at black K. Castle's square.*
B. King to his Knight's 3rd square.



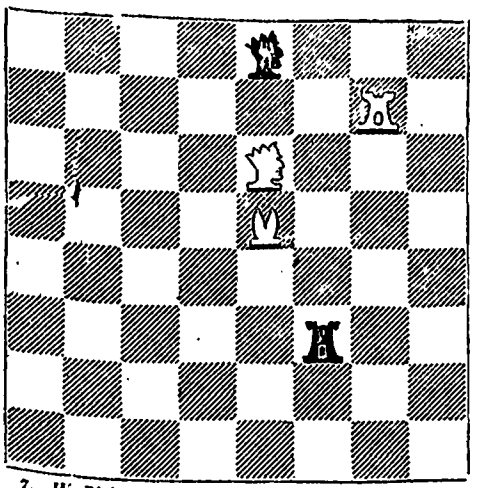
9. *W. Castle gives check at black K. Knight's square, and will then take the Castle.*



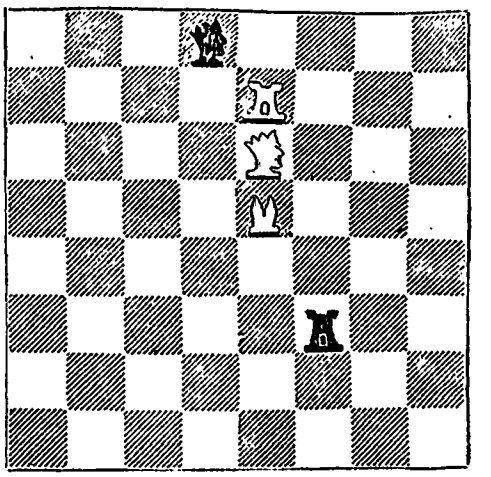
5. *W. Bishop to K. Knight's 3rd.*
B. Castle to white K. Bishop's 3rd.



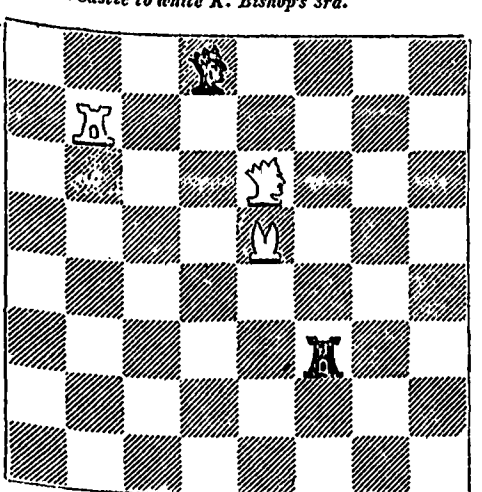
6. *W. Bishop to black Queen's 3rd.*
B. Castle gives check at white King's 3rd.



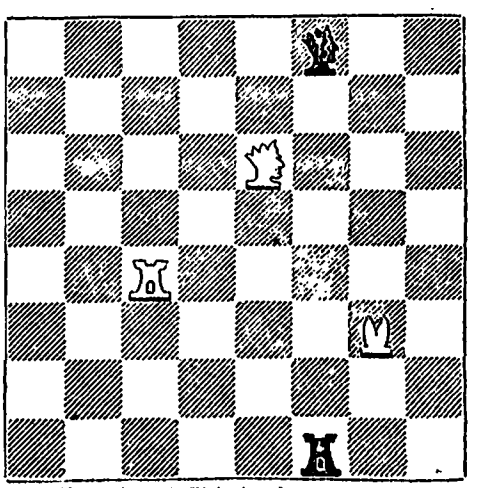
7. *W. Bishop covers check.*
B. Castle to white K. Bishop's 3rd.



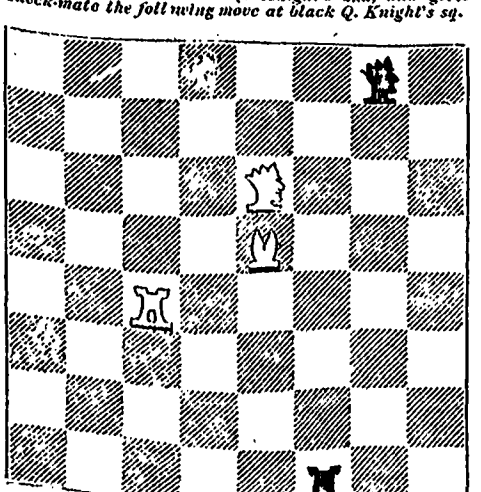
8. *W. Castle gives check at black King's 2nd.*
B. King to his Queen's square.



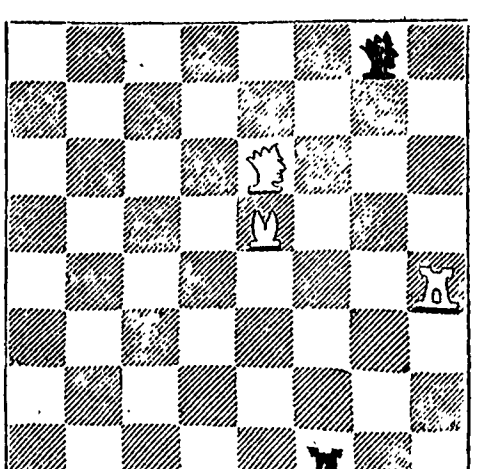
9. *W. Castle to black Q. Knight's 2nd, and gives Check-mate the following move at black Q. Knight's sq.*



7. *W. Castle to Q. Bishop's 4th.*
B. King to his Bishop's square.



8. *W. Bishop to black King's 4th.*
B. King to his Knight's square.

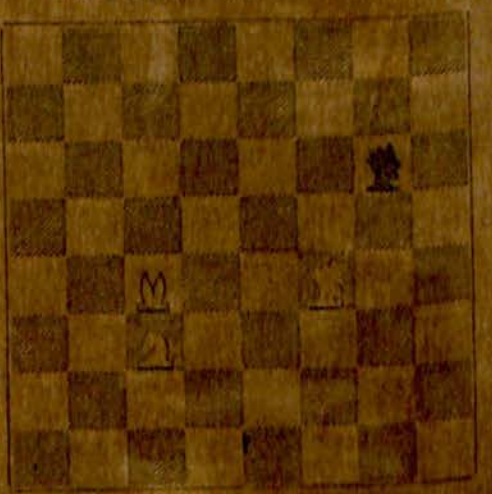


9. *W. Castle to K. Castle's 4th, and gives Check-mate the following move at black K. Castle's square.*

Bishop and Knight to give Check-mate.

1. W. Bishop to Q. Bishop's 4th.
B. King to Knight's 3rd.

2. W. King to Bishop's 4th.
B. King to Bishop's 3rd.



3. W. Knight to Q. Bishop's 3rd.
B. King to Knight's 3rd.

4. W. Knight to Knight's 5th.
B. King to Castle's 3rd.

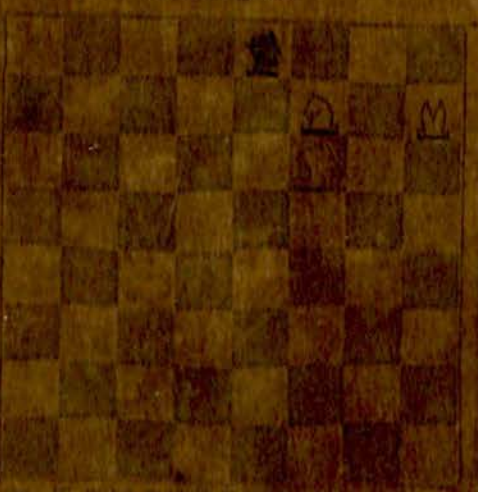
5. W. King to Q. Bishop's 4th.
B. King to Bishop's 4th.

6. W. King to Black K. Bishop's 3rd.
B. King to Castle's square.

7. W. Knight to Black Queen's 3rd.
B. King to Castle's 2nd.

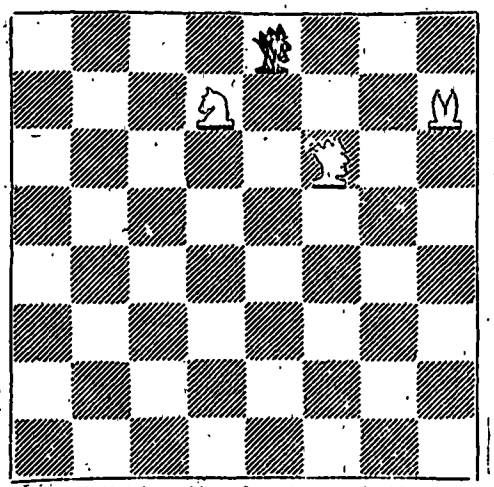
8. W. Knight to Black K. Bishop's 2nd.
B. King to Knight's square.

9. W. Bishop to Queen's 3rd.
B. King to Bishop's square.

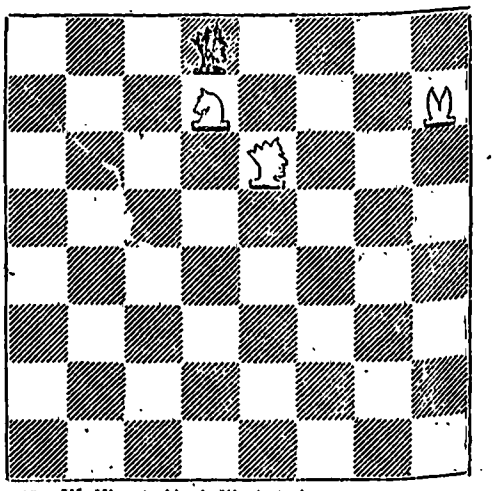


10. W. Bishop to Black K. eighth's 2nd.
B. King to his square.

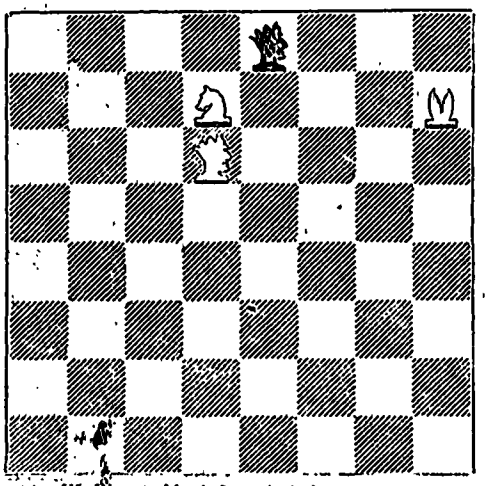
11. W. Knight to Black King's 6th.
B. King to Bishop's square.



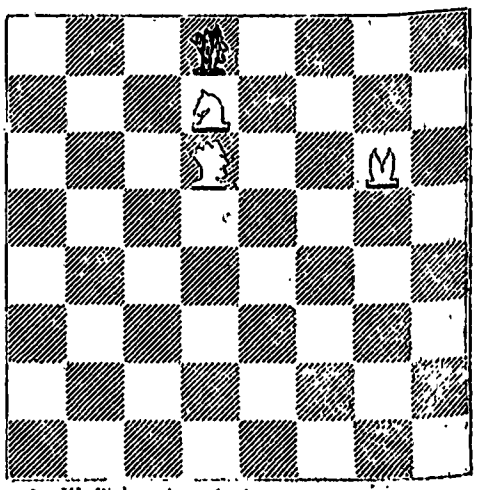
12. *W. Knight to black Queen's 2nd, checking.*
B. King to his square.



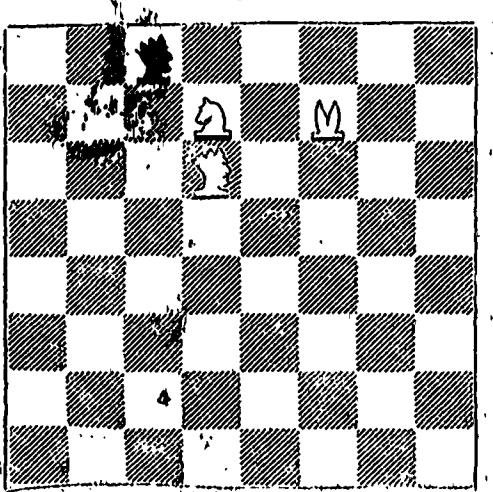
13. *W. King to black King's 3rd.*
B. King to Queen's square.



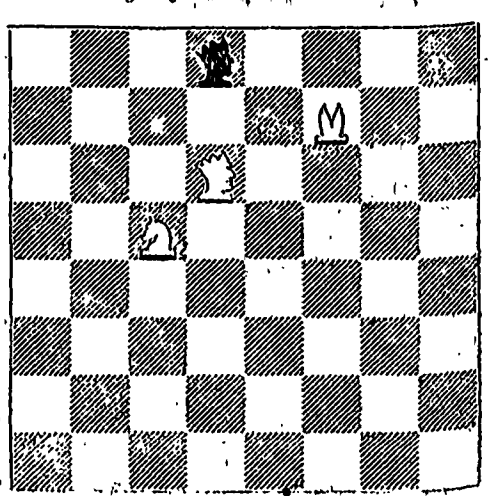
14. *W. King to black Queen's 3rd.*
B. King to his own square.



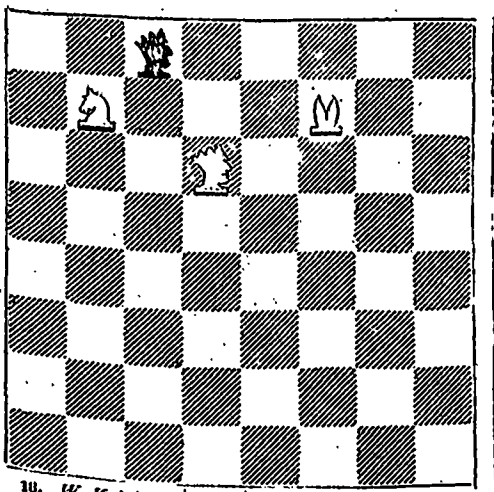
15. *W. Bishop gives check.*
B. King to Queen's square.



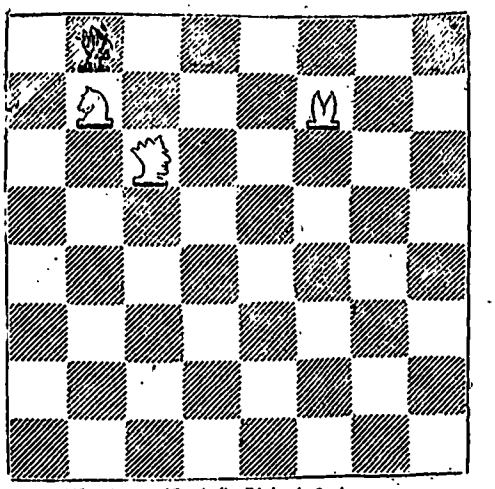
16. *W. Bishop to black K. Bishop's 2nd square.*
B. King to Q. Bishop's square.



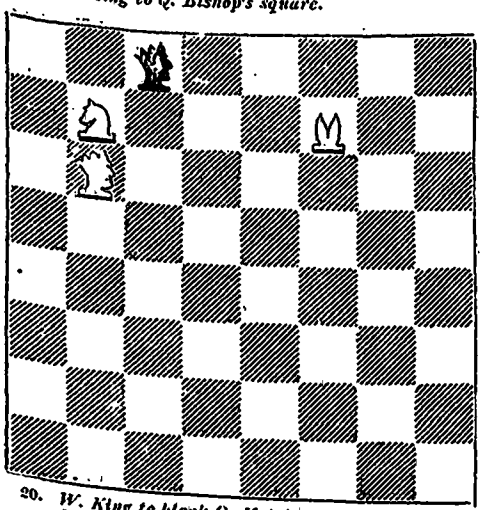
17. *W. Knight to black Q. Bishop's 4th.*
B. King to Queen's square.



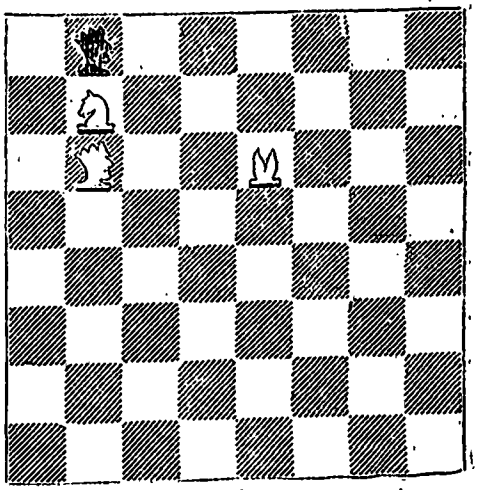
18. *W. Knight to black Q. Knight's 2nd.*
B. King to Q. Bishop's square.



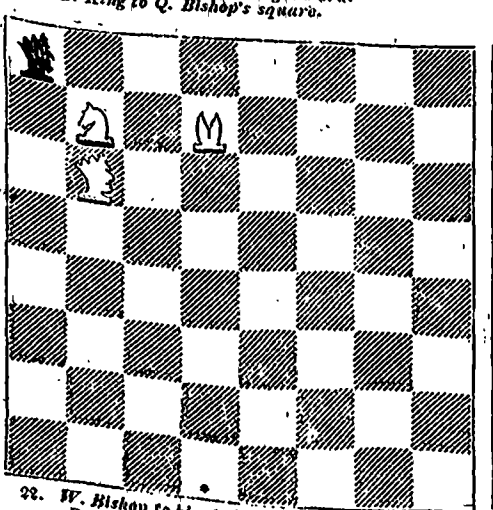
19. *W. King to black Q. Bishop's 3rd.*
B. King to Q. Knight's square.



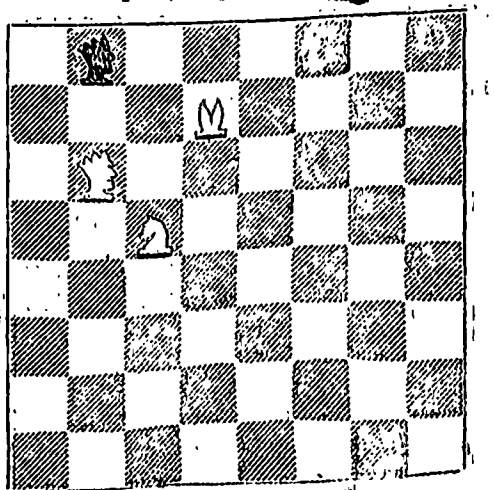
20. *W. King to black Q. Knight's 3rd.*
B. King to Q. Bishop's square.



21. *W. Bishop gives check.*
B. King to Q. Knight's square.



22. *W. Bishop to black Queen's 2nd.*
B. King to Castle's square.



23. *W. Knight to black Q. Bishop's 4th.*
B. King to Q. Knight's square.

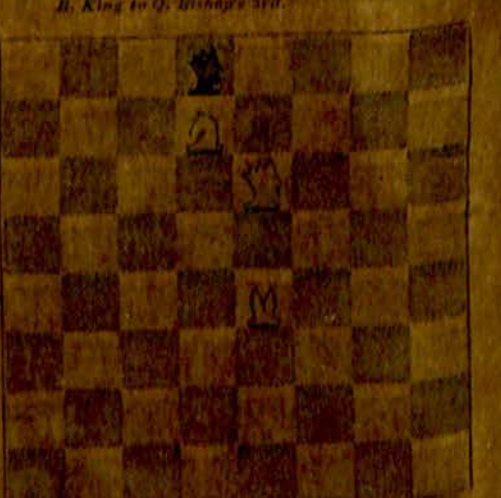
13. W. Knight to Black Q. Castle's 3rd, checking.
B. King to Castle's square, when Bishop will give Check-mate.

14. W. Knight to Black King's 4th.
B. King to Queen's square.

15. W. King to Black King's 3rd.
B. King to Q. Bishop's 2nd.

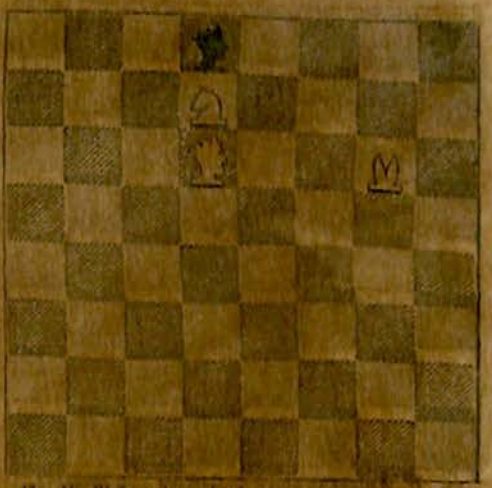
16. W. Knight to Black Queen's 2nd.
B. King to Q. Bishop's 3rd.

17. W. Bishop to Queen's 3rd.
B. King to Q. Bishop's 2nd.



18. W. Bishop to King's 4th.
B. King to Queen's square.

16. *W.* King to black Queen's 3rd.
B. King to his square.



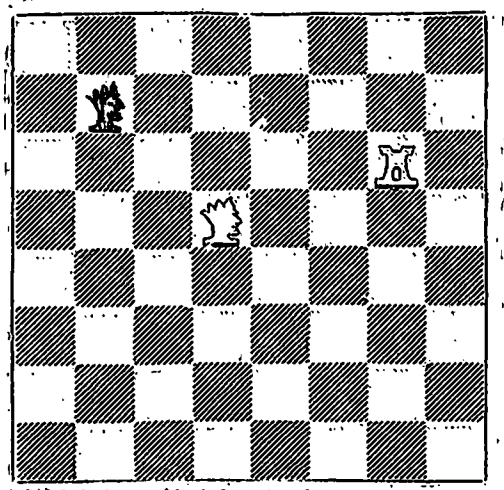
17. *W.* Bishop gives check.
B. King to Queen's square. One [illegible] more of [illegible]

To check-mate with a King's Castle.

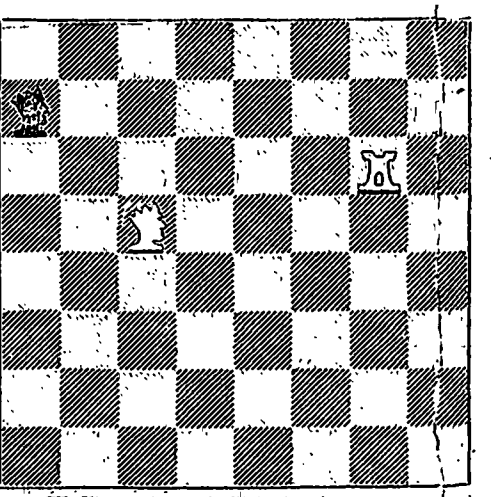
1. *W.* Castle gives check.
B. King to his 2nd square.

2. *W.* King to his [illegible]
B. King to Queen's 6th.

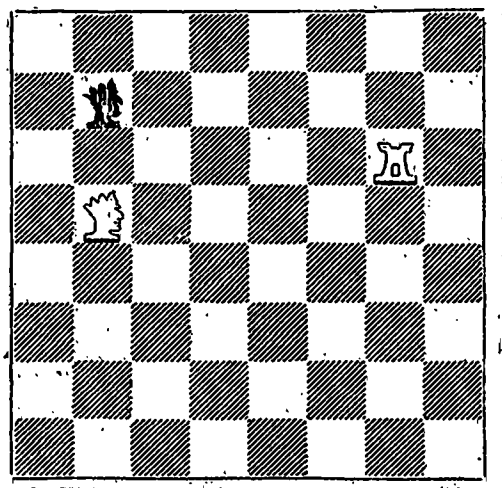
3. *W.* Castle to black K. Knight's 3rd.
B. King to Q. Bishop's [illegible]



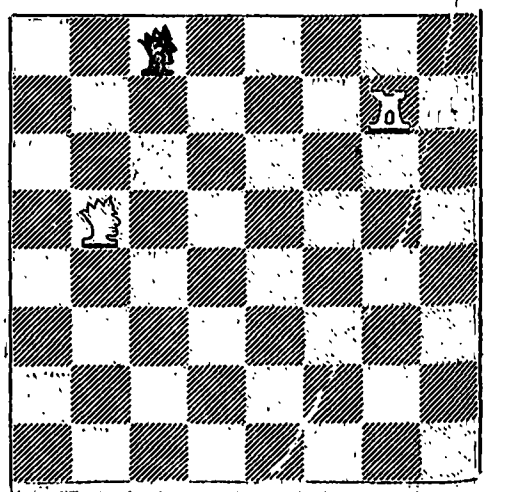
4. *W. King to black Queen's 4th.*
B. King to Q. Knight's 2nd.



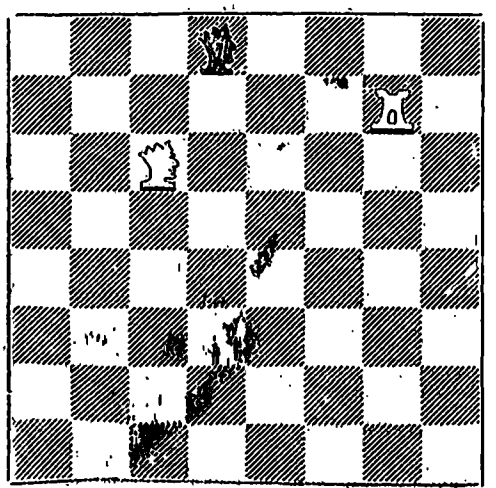
5. *W. King to black Q. Bishop's 4th.*
B. King to Q. Castle's 2nd.



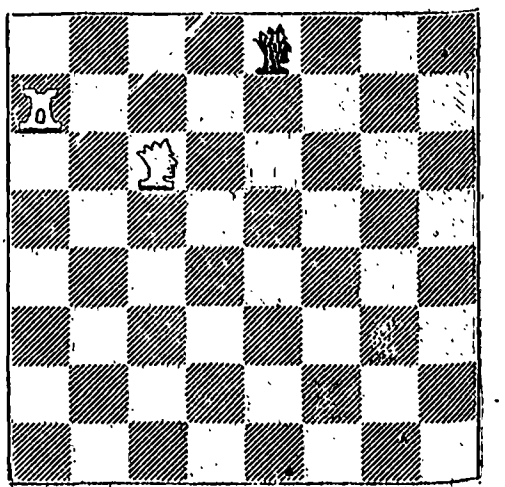
6. *W. King to black Q. Knight's 4th.*
B. King to Q. Knight's 2nd.



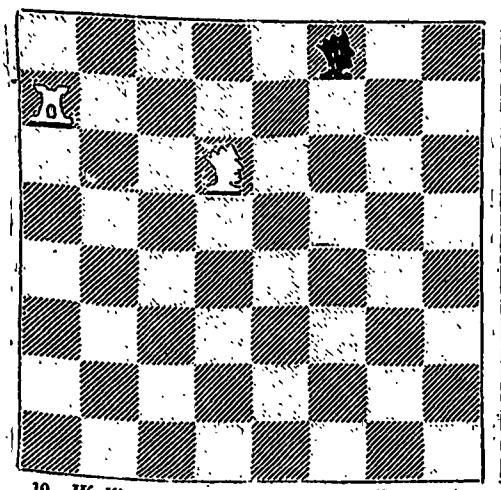
7. *W. Castle checks at black K. Knight's 2nd.*
B. King to Q. Bishop's square.



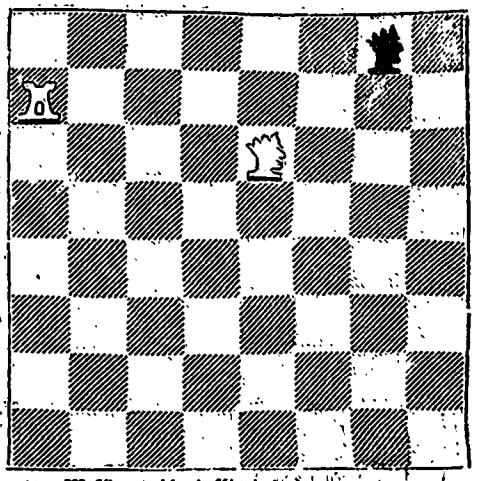
8. *W. King to black Q. Bishop's 3rd.*
B. King to Queen's square.



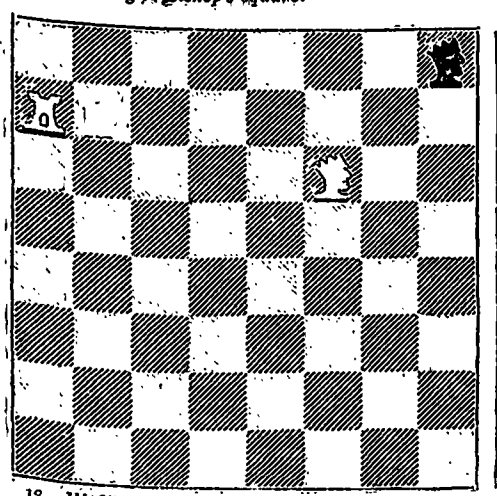
9. *W. Castle to black Q. Castle's 2nd.*
B. King to his square.



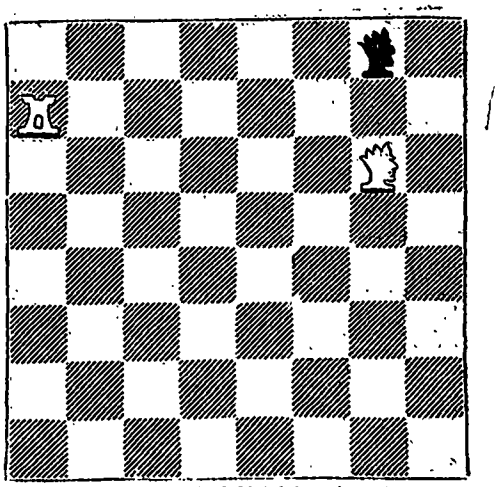
10. *W. King to black Queen's 3rd.*
B. King to Bishop's square.



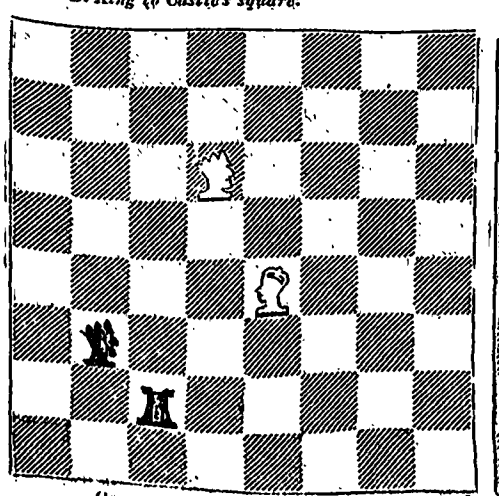
11. *W. King to black King's 3rd.*
B. King to Knight's square.



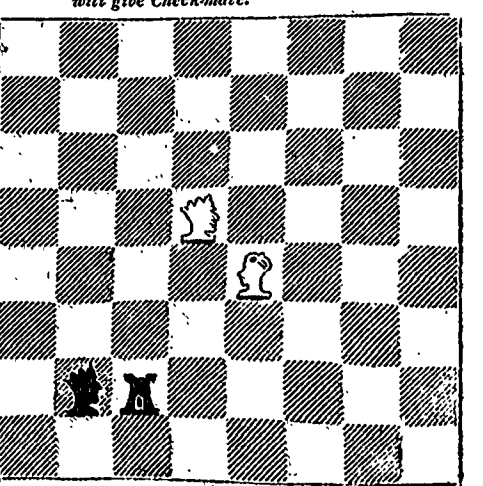
12. *W. King to black K. Bishop's 3rd.*
B. King to Castle's square.



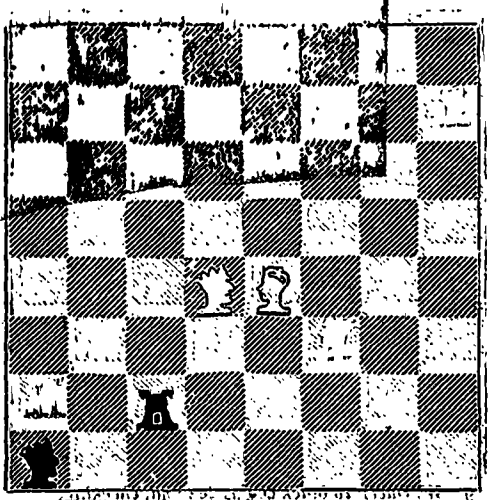
13. *W. King to black K. Knight's 3rd.*
B. King to Knight's square; afterwards, Castle will give Check-mate.



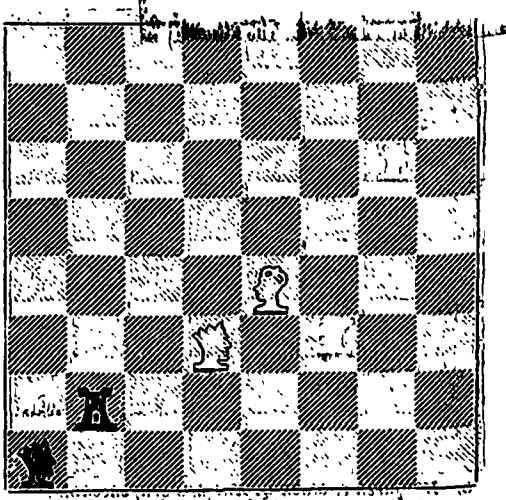
Queen against a Castle.



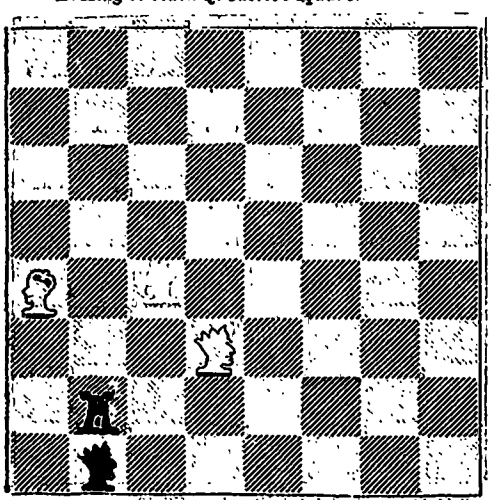
1. *W. King to Queen's 5th.*
B. King to white Q. Knight's 2nd.



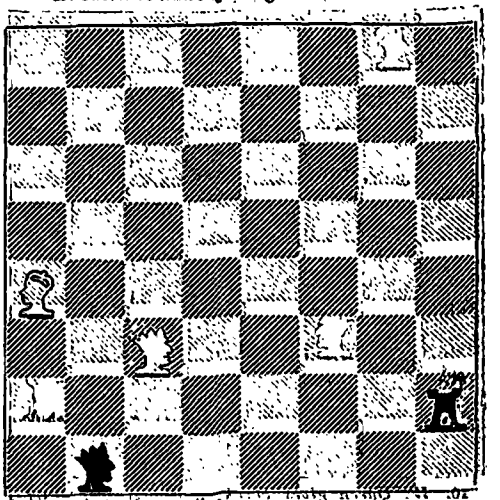
2. *W. King to Queen's 4th.*
B. King to black Q. Castle's square.



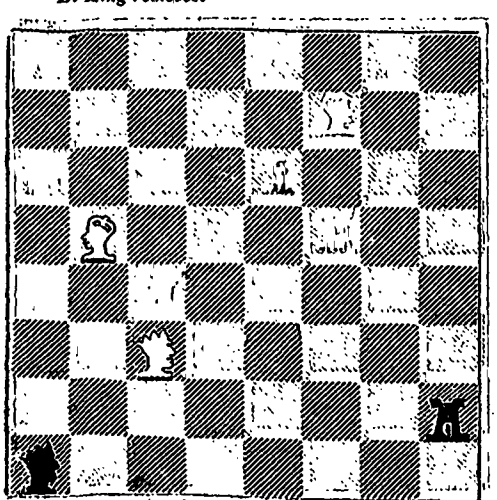
3. *W. King to Queen's 3rd.*
B. Castle to white Q. Knight's 2nd.



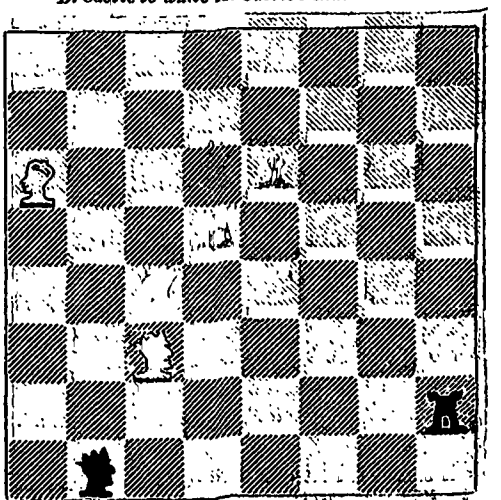
4. *W. Queen to Castle's 4th, checking.*
B. King removes.



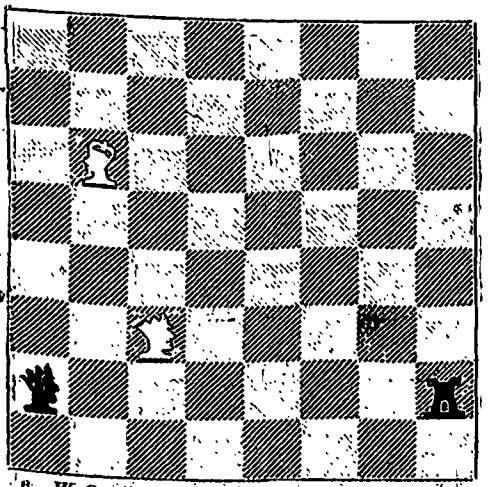
5. *W. King to Q. Bishop's 3rd.*
B. Castle to white K. Castle's 2nd.



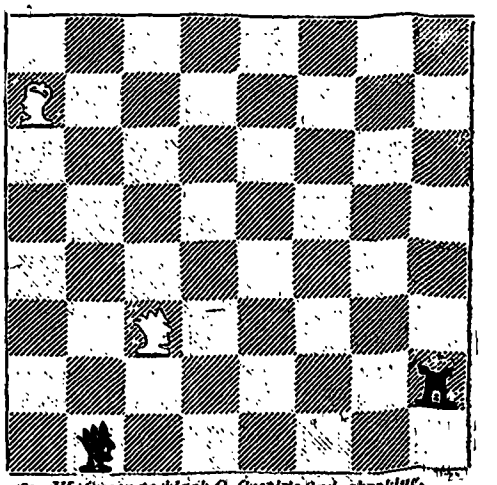
6. *W. Queen gives check at black Q. Knight's 4th.*
B. King to white Castle's square.



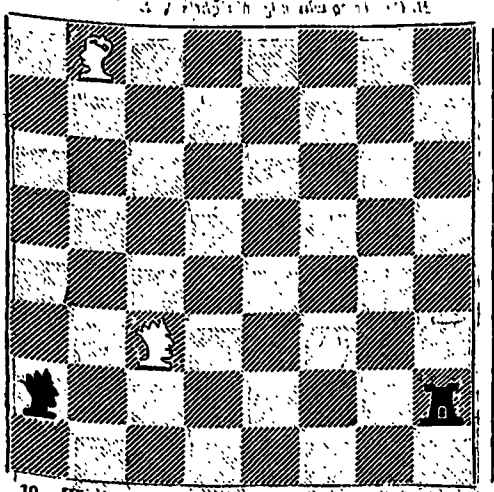
7. *W. Queen gives check at black Q. Castle's 3rd.*
B. King removes.



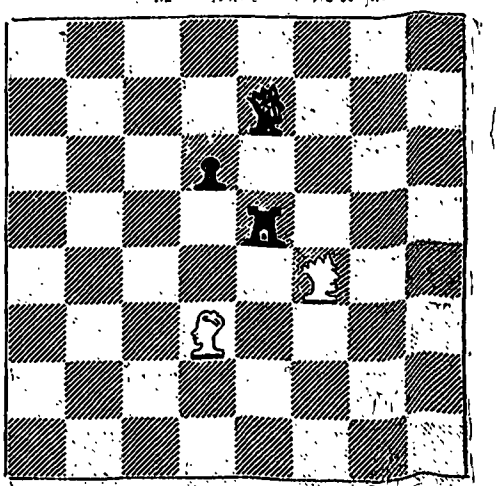
8. *W. Queen to black Q. Knight's 3rd, checking.*
B. King to white Q. Castle's 2nd.



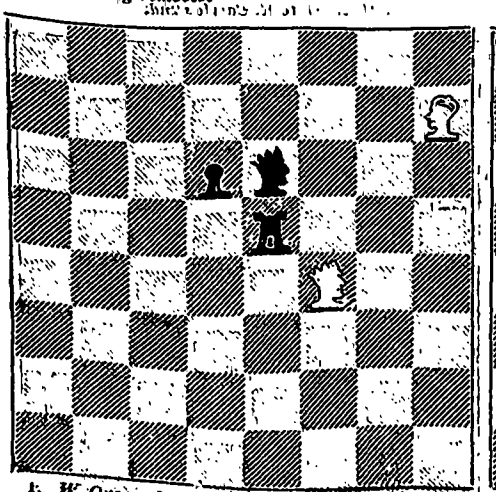
9. *W. Queen to black Q. Castle's 2nd, checking.*
B. King removes.



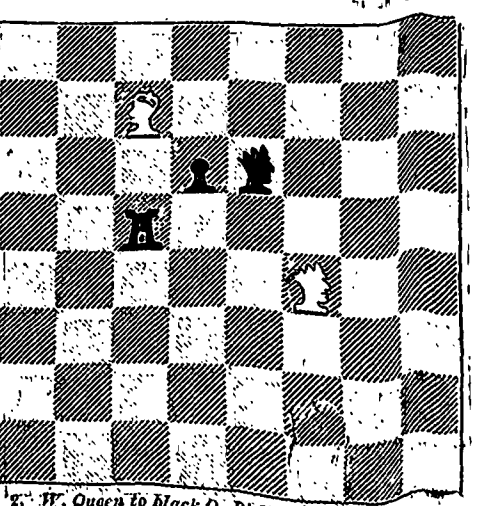
10. *W. Queen gives check, and afterwards wins*
B. King removes.



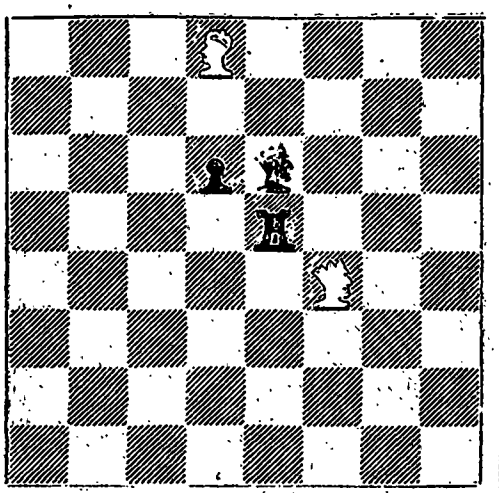
A Queen against a Castle and a Pawn.
White to move.



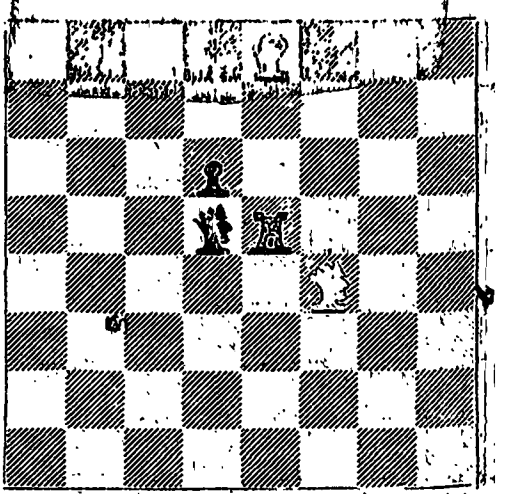
1. *W. Queen checks.*
B. King to his 3rd square.



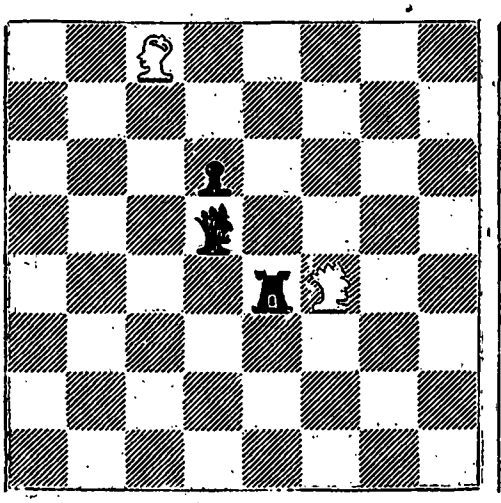
2. *W. Queen to black Q. Bishop's 2nd.*
B. Castle to Q. Bishop's 3rd.



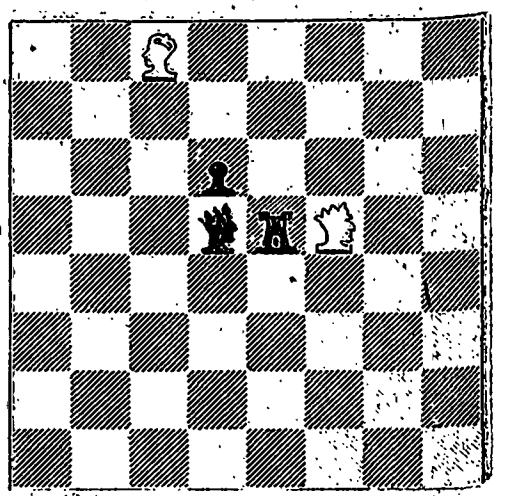
3. *W. Queen to black Queen's square.*
B. Castle to King's 4th.



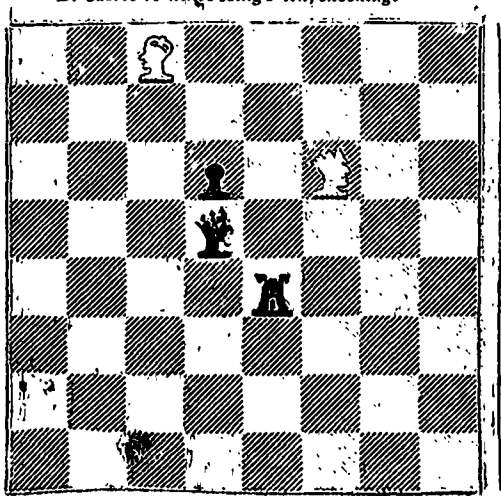
4. *W. Queen to black King's square, checking.*
B. King to Queen's 4th.



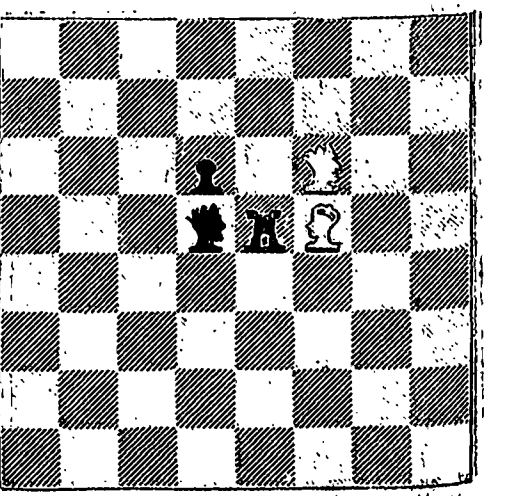
5. *W. Queen to black Q. Bishop's square.*
B. Castle to white King's 4th, checking.



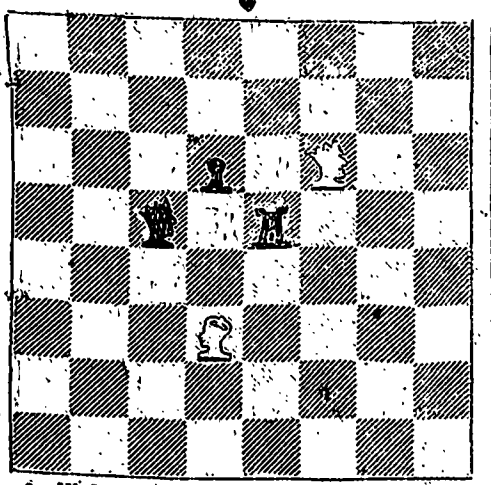
6. *W. King to Bishop's 5th.*
B. Castle to King's 4th, checking.



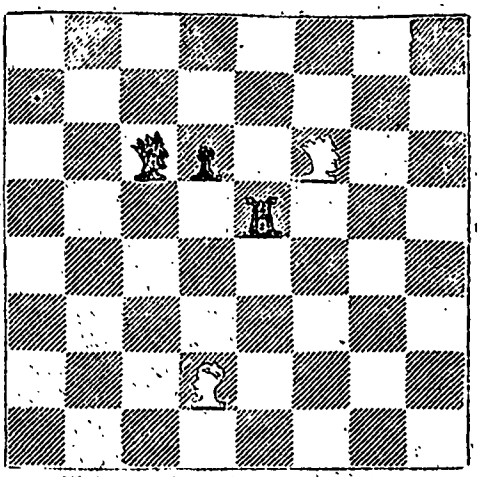
7. *W. King to black K. Bishop's 3rd.*
B. Castle to white King's 4th.



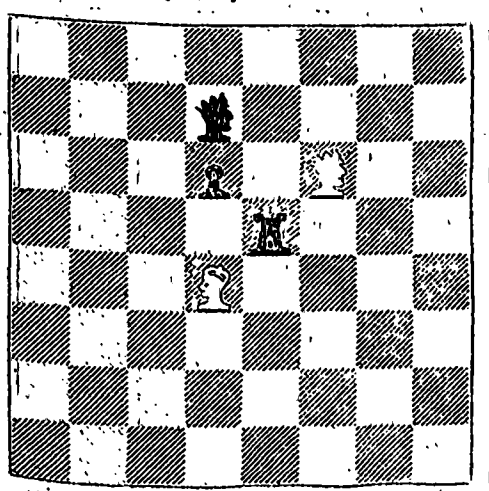
8. *W. Queen to K. Bishop's 5th.*
B. Castle covers check.



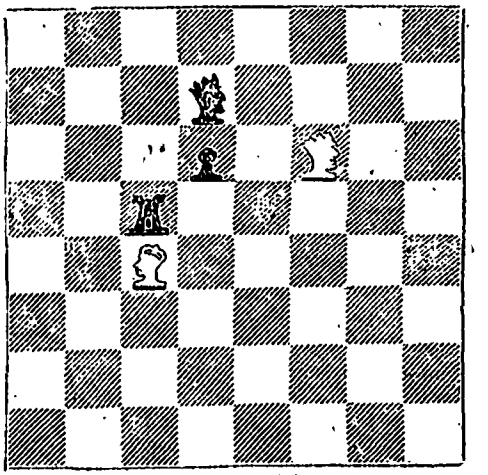
9. *W. Queen to her 3rd square, checking.*
B. King to Q. Bishop's 4th.



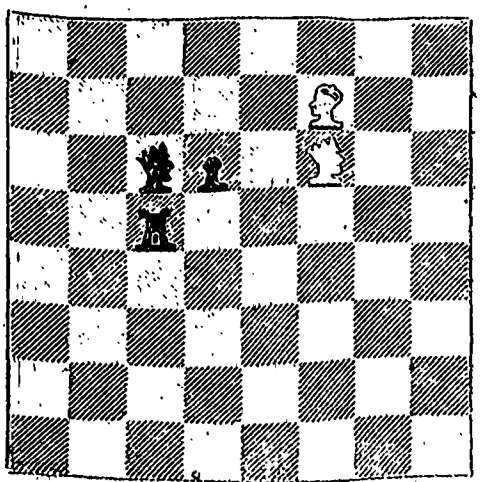
10. *W. Queen to her 2nd square.*
B. King to Q. Bishop's 3rd.



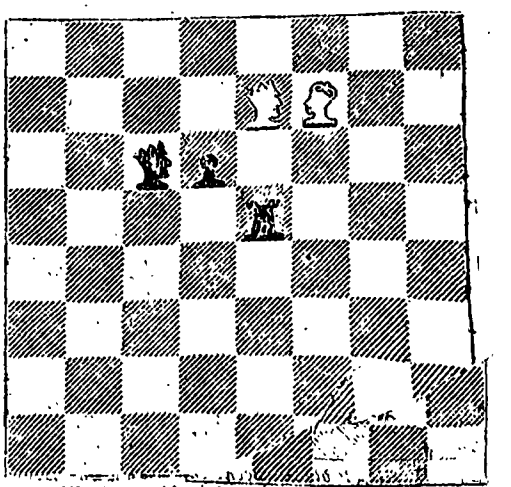
11. *W. Queen to her 4th square.*
B. King to Queen's 2nd.



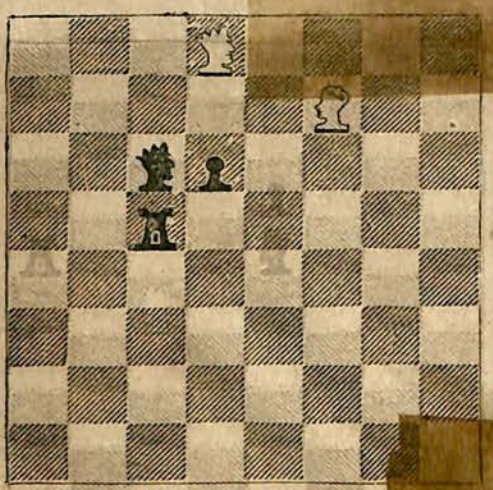
12. *W. Queen to her Bishop's 4th.*
B. Castle to Q. Bishop's 4th.



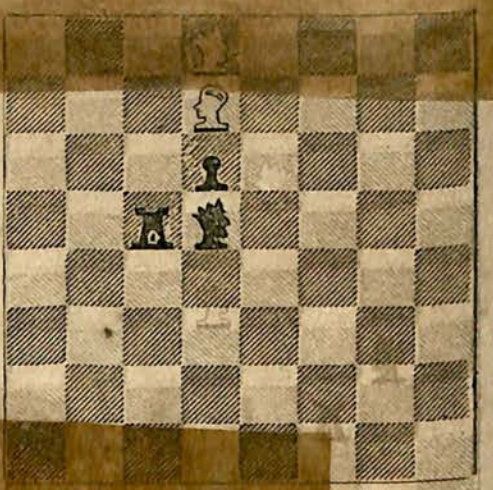
13. *W. Queen to black K. Bishop's 2nd, checking.*
B. King to Q. Bishop's 3rd.



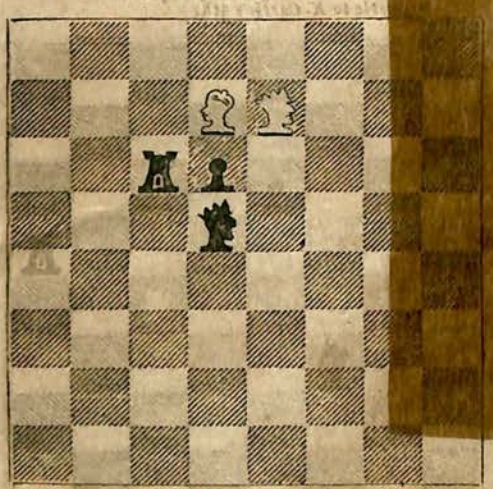
14. *W. King to his 4th square.*
B. Castle to Q. Bishop's 2nd.



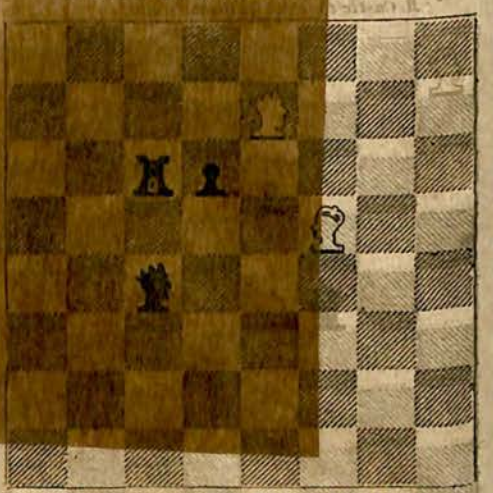
15. *W. King to black Queen's square.*
B. Castle to Q. Bishop's 4th.



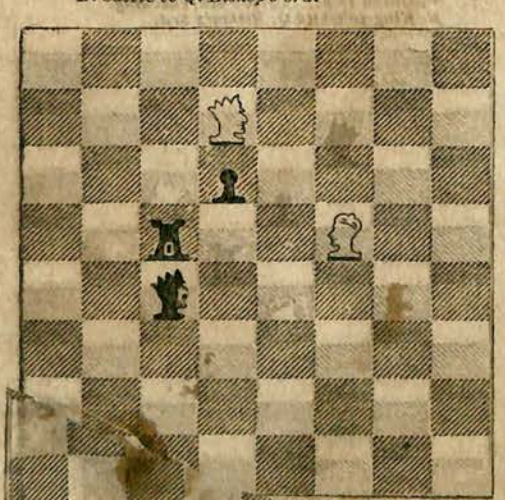
16. *W. Queen to black Queen's 2nd, checking.*
B. King to Queen's 4th.



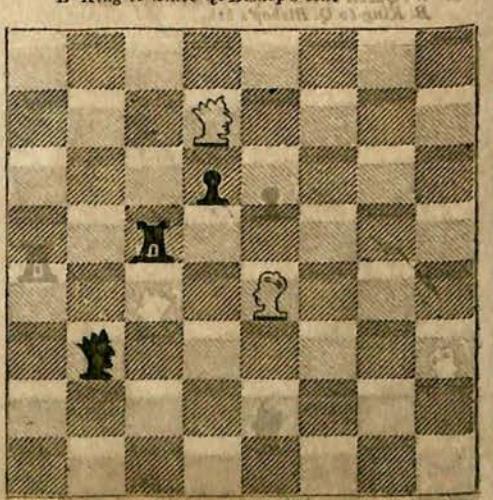
17. *W. King to black King's 2nd.*
B. Castle to Q. Bishop's 3rd.



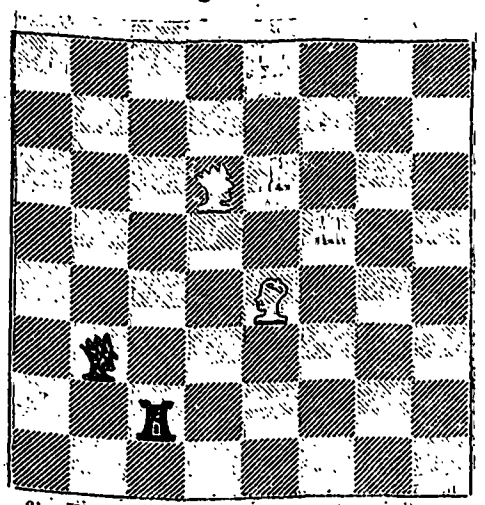
18. *W. Queen to black K. Bishop's 4th, checking.*
B. King to white Q. Bishop's 4th.



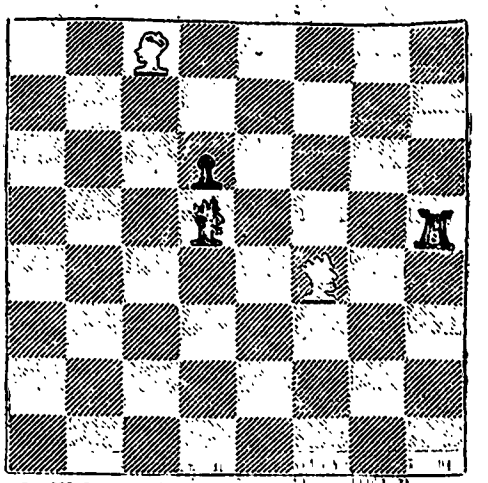
7. *W. King to black K. Bishop's 3*
B. Castle to white King's 4th.



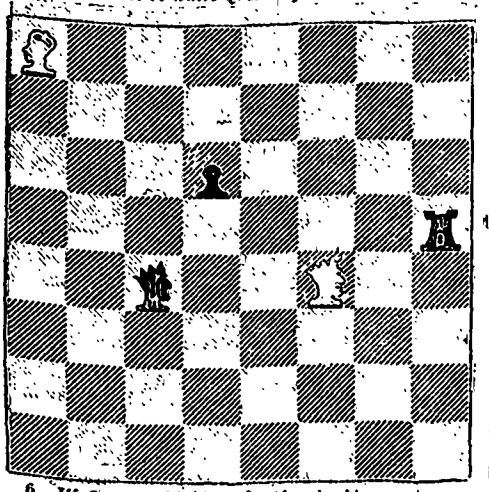
20. *W. Queen to King's 4th, checking.*
B. King to white Q. Knight's 3rd.



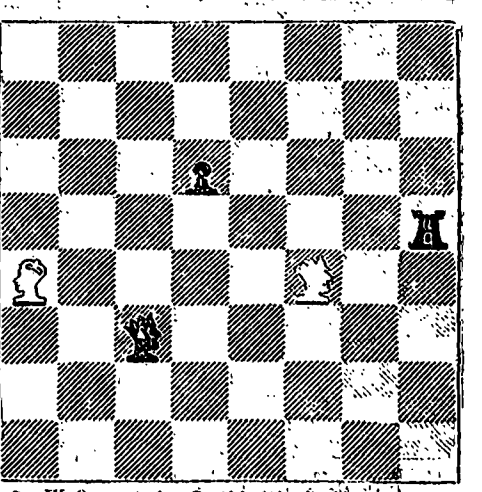
21. *W. King takes Pawn.*
B. Castle to white Q. Bishop's 2nd.



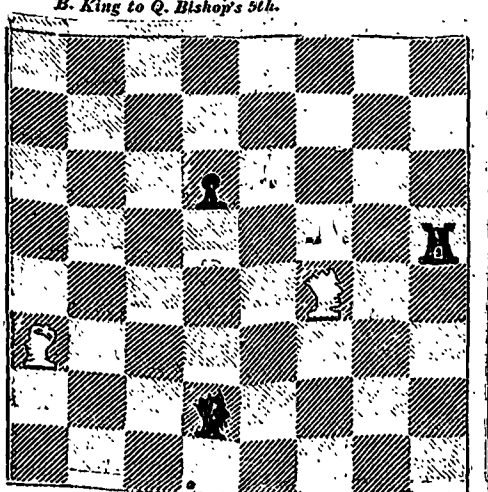
5. *W. Queen to black Q. Bishop's square.*
B. Castle to K. Castle's 4th.



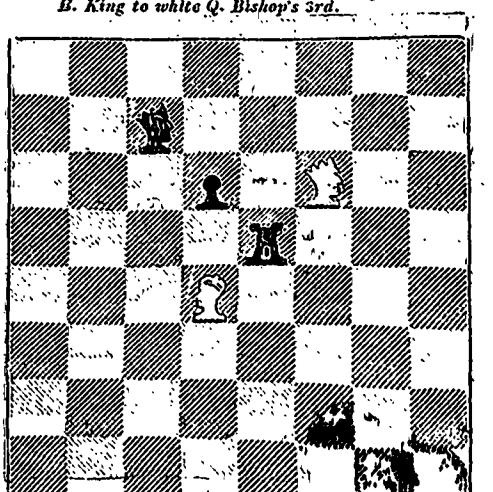
6. *W. Queen to black Q. Castle, checking.*
B. King to Q. Bishop's 5th.



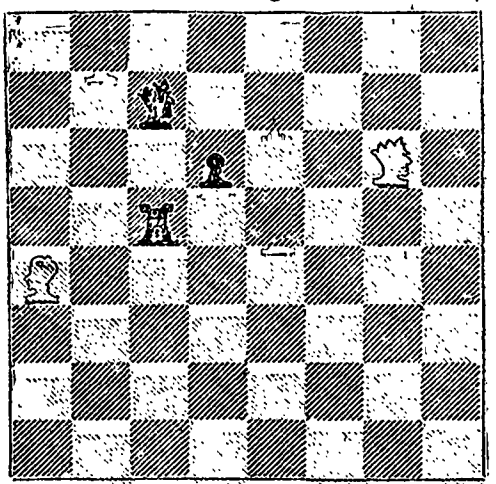
7. *W. Queen to her Castle's 4th, checking.*
B. King to white Q. Bishop's 3rd.



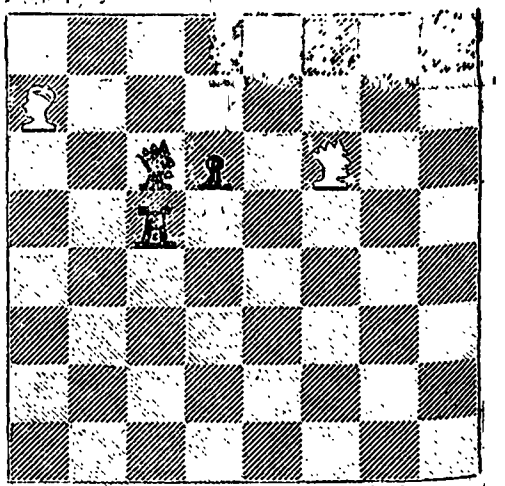
8. *W. Queen to Castle's 3rd, checking, and wins Pawn.*



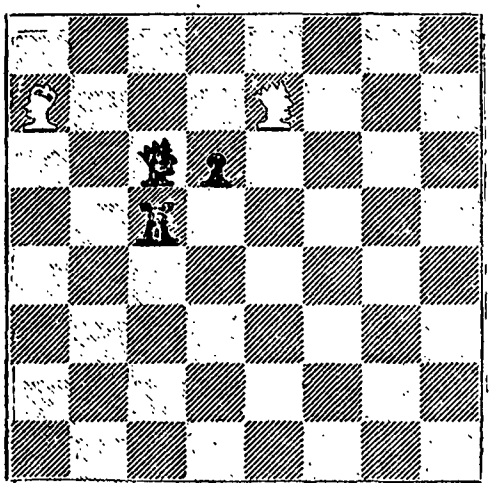
11. *W. Queen to her 4th square.*
B. King to Q. Bishop's 2nd.



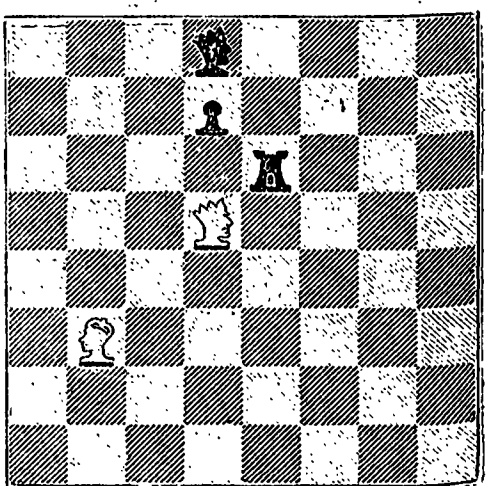
12.—*W. Queen to Castle's 4th.*
B. Castle to Q. Bishop's 4th.



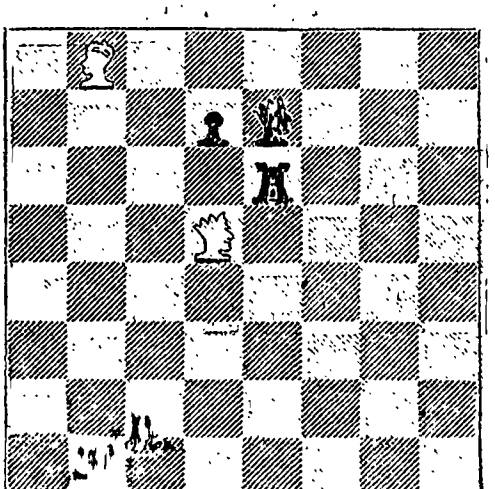
13. *W. Queen to black Q. Castle's 2nd, checking.*
B. King to Q. Bishop's 3rd.



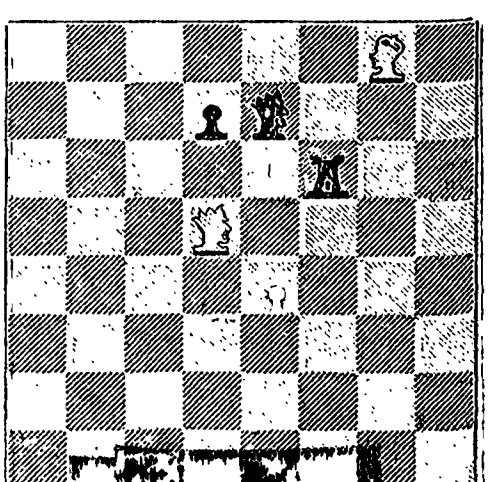
14.—*W. King to black King's 2nd, and must win.*



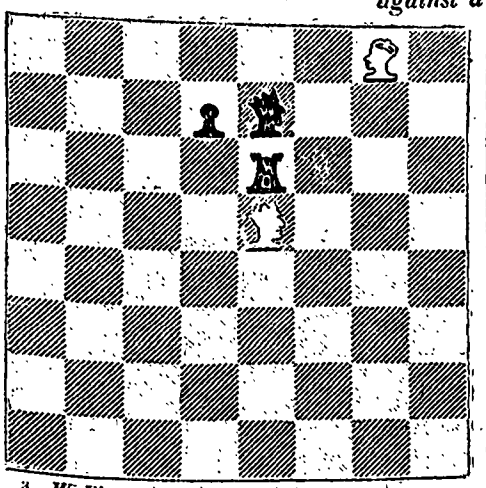
Black may draw the Game.



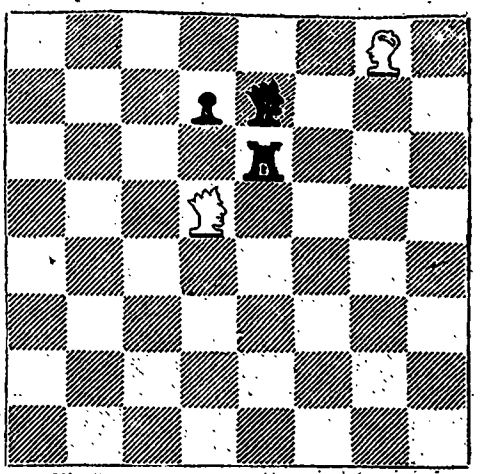
W. Queen to black Q. Knight's, checking.
B. King removes.



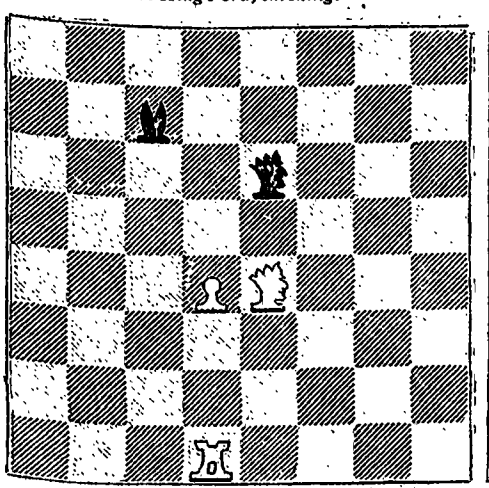
W. Queen to black K. Knight's square.
B. [illegible] to the third Bishop's 3rd.



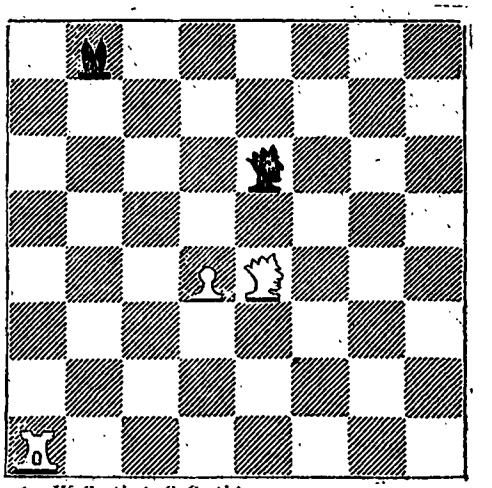
3. *W. King to his 5th square.*
B. Castle to King's 3rd, checking.



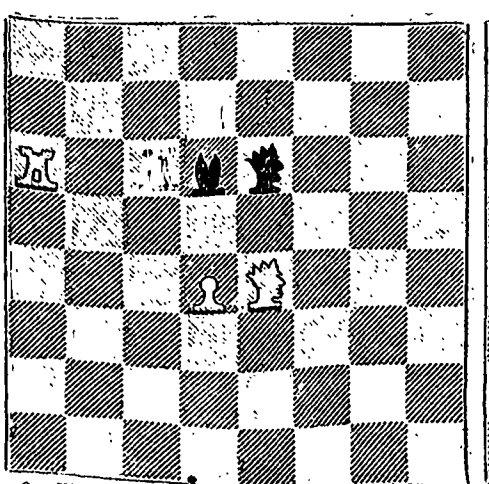
4. *W. King to Queen's 5th.*
Drawn.



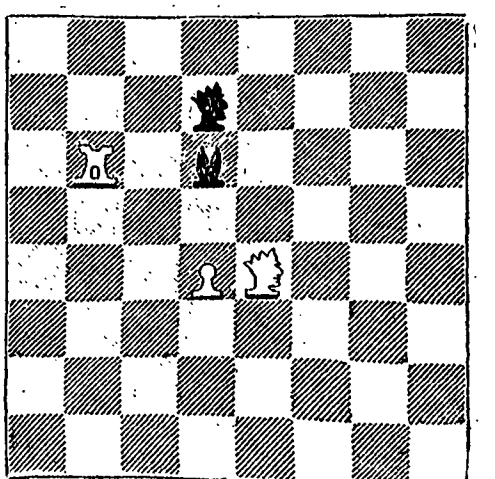
1. *White to move, will win.*



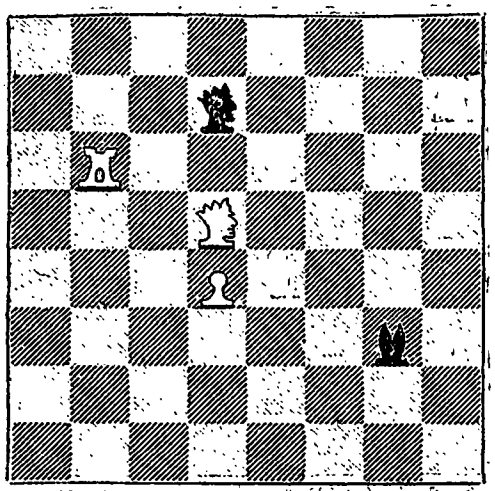
1. *W. Castle to Q. Castle's square.*
B. Bishop to Q. Knight's square.



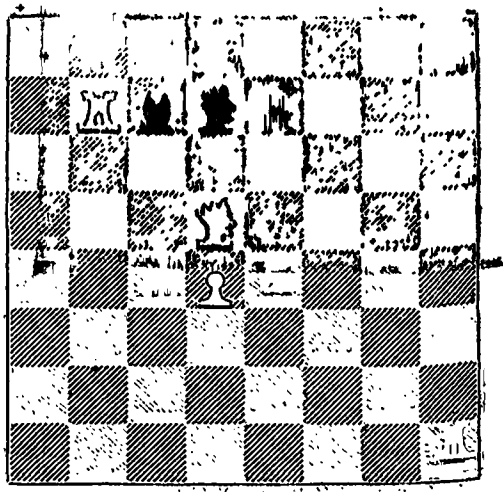
2. *W. Castle gives check.*
B. Bishop covers check.



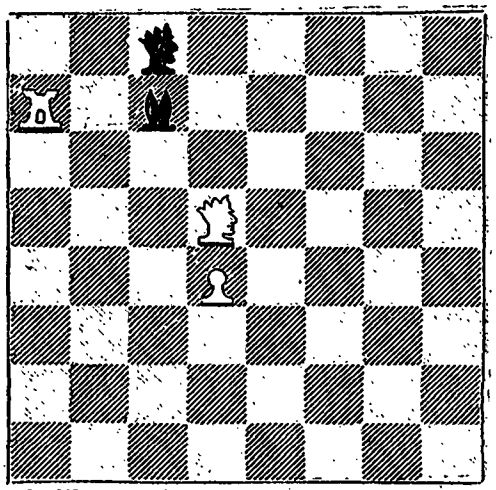
3. *W. Castle to black Q. Knight's 3rd.*
B. King to Queen's 2nd square.



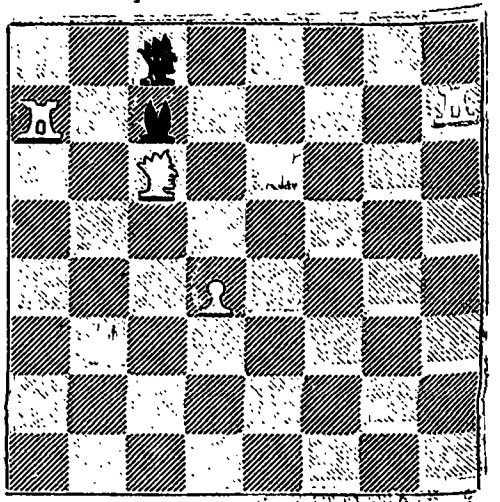
4. *W. King to black Queen's 4th.*
B. Bishop to white K. Knight's 3rd.



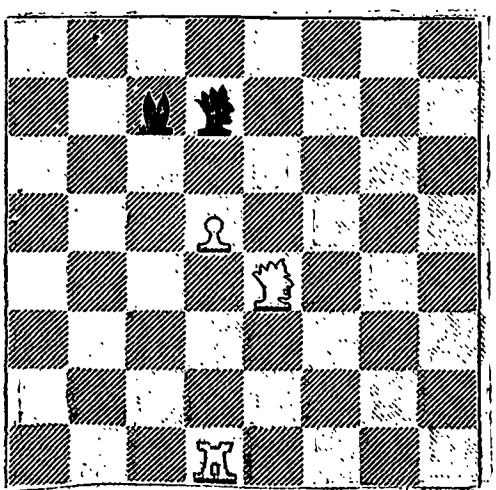
5. *W. Castle checks at black Q. Knight's 2nd.*
B. Bishop covers the check.



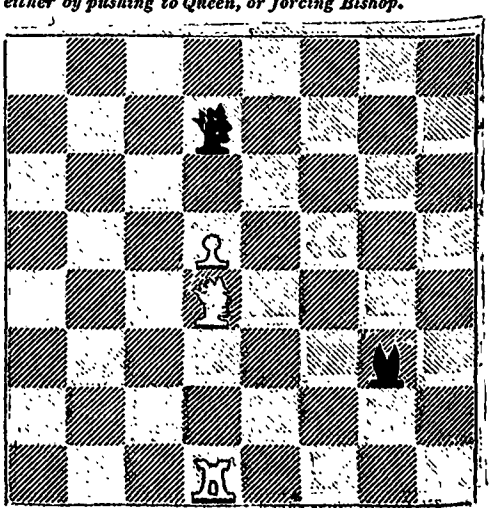
6. *W. Castle to black Q. Castle's 2nd.*
B. King to Q. Bishop's square.



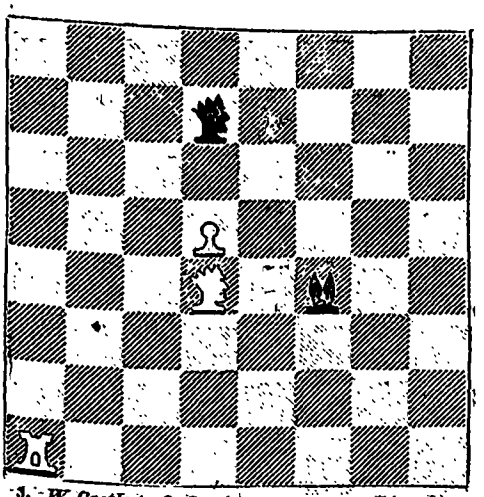
7. *W. King to black Q. Bishop's 3rd, and will win either by pushing to Queen, or forcing Bishop.*



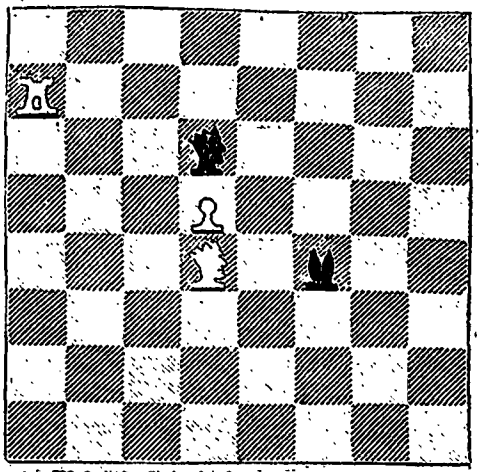
1. *W. Pawn gives check (makes a Drawn Game)*
B. King to Queen's 2nd. *(bad move.*



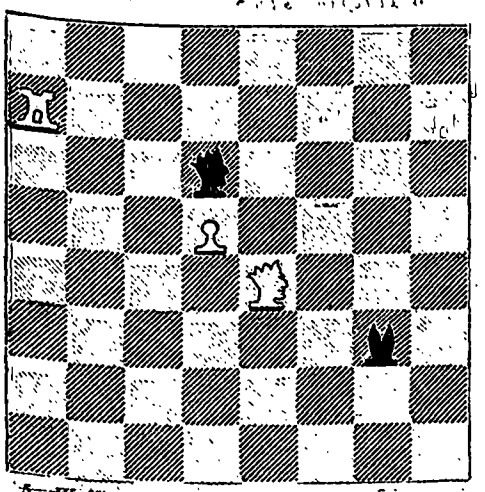
2. *W. King to Queen's 4th.*
B. Bishop to white K. Knight's 3rd.



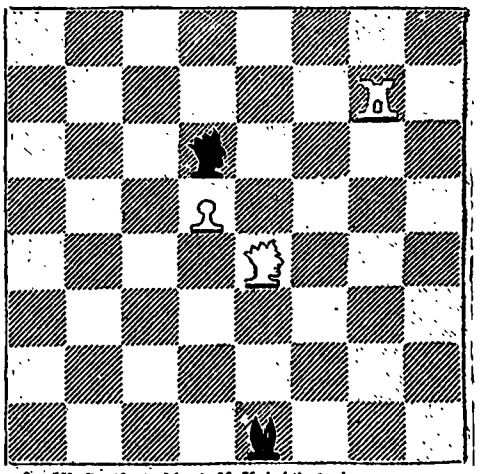
1. *W. Castle to Q. Castle's square.*
B. Bishop to his 5th square.



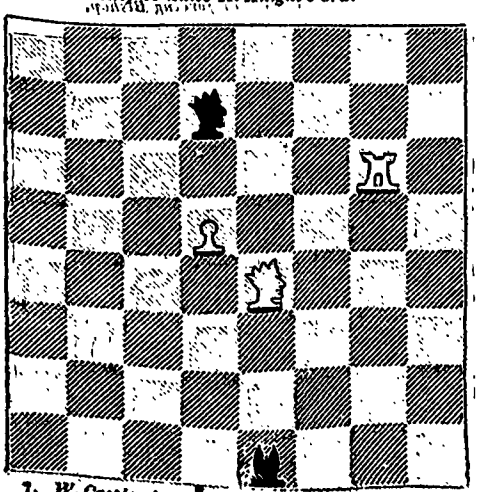
4. *W. Castle gives check.*
B. King to Queen's 3rd.



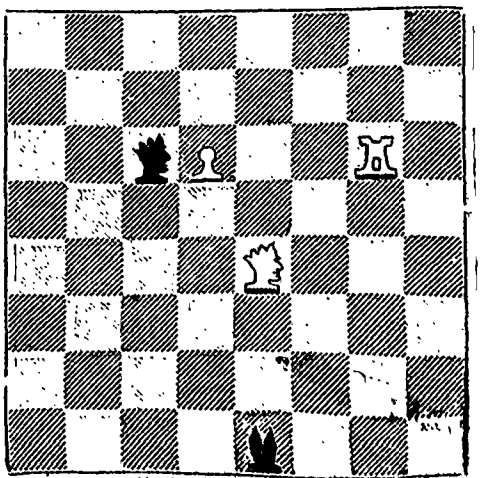
5. *W. King to his 4th square.*
B. Bishop to white K. Knight's 3rd.



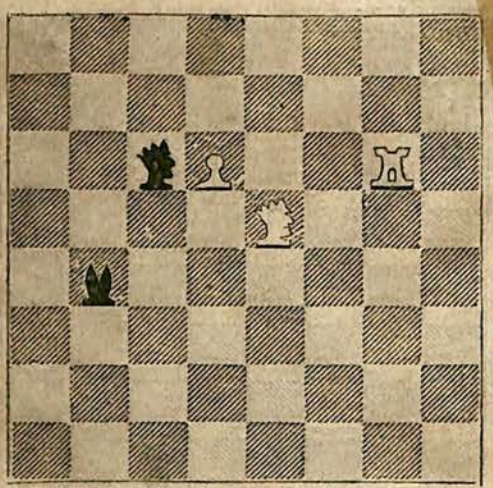
6. *W. Castle to black K. Knight's 2nd.*
B. Bishop to white King's square.



7. *W. Castle gives check.*
B. King to Queen's 2nd.

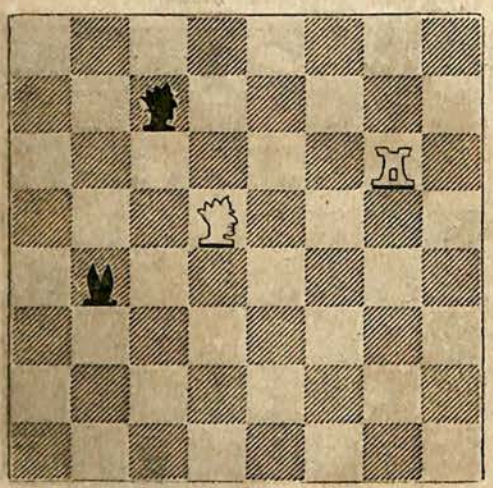


8. *W. Pawn 1 square.*
B. King to Q. Bishop's 3rd.

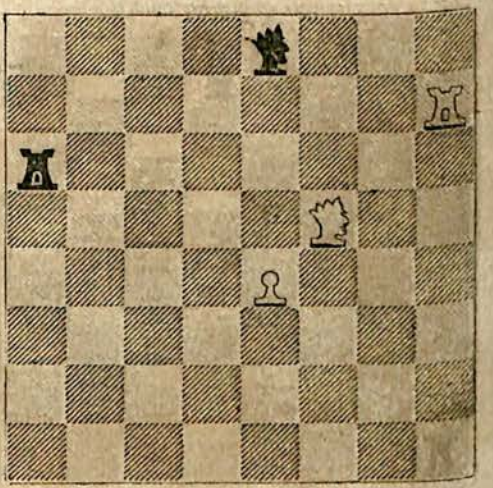


9. *W. King to his 5th square.*
B. Bishop to Q. Knight's 5th.

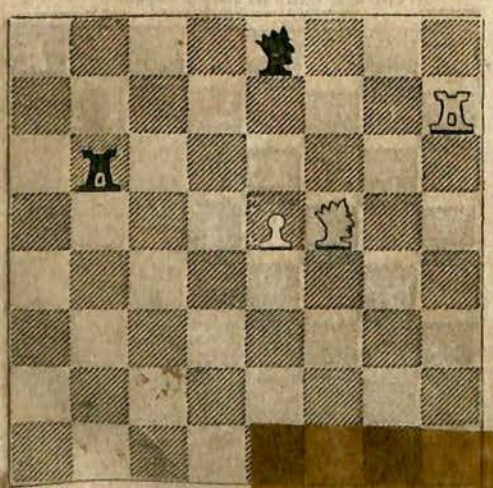
10. *W. Pawn discovers check.*
B. King takes Pawn.



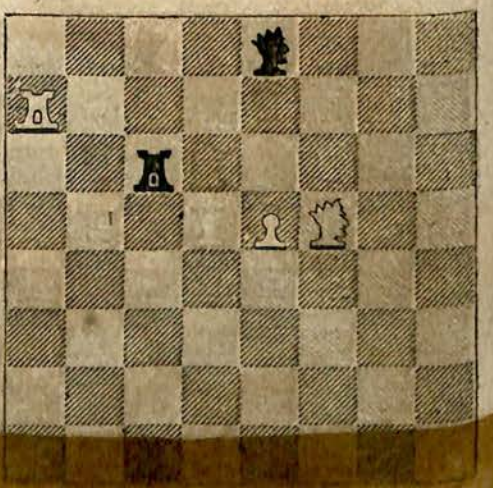
11. *W. King to Queen's 5th.*
B. King to Q. Bishop's 2nd.



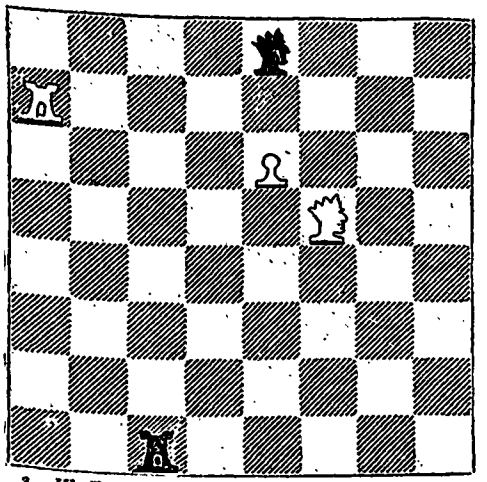
White to move.



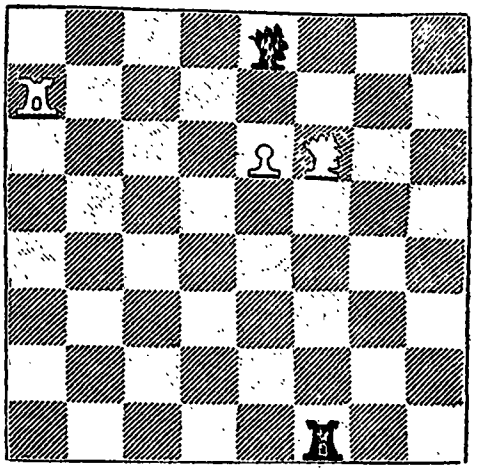
1. *W. Pawn 1 square.*
B. Castle to Q. Knight's 3rd.



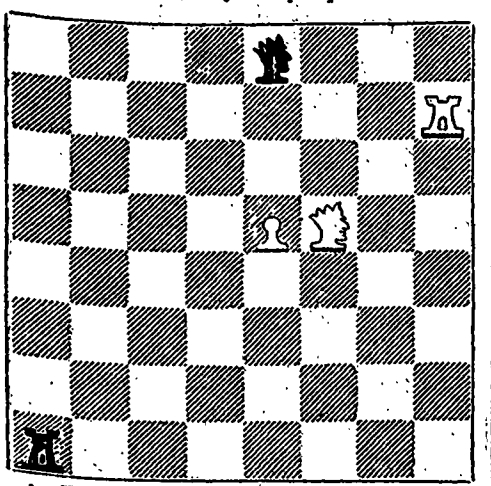
W. Castle to third Q. Castle's 2nd.
B. Castle to Q. Bishop's 3rd.



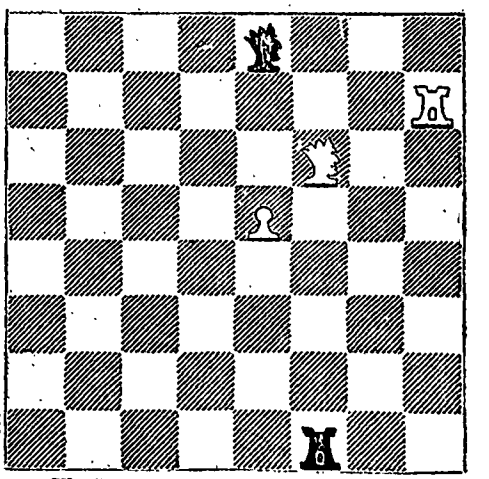
3. *W. Pawn 1 squdre.*
B. Castle to white Q. Bishop's square.



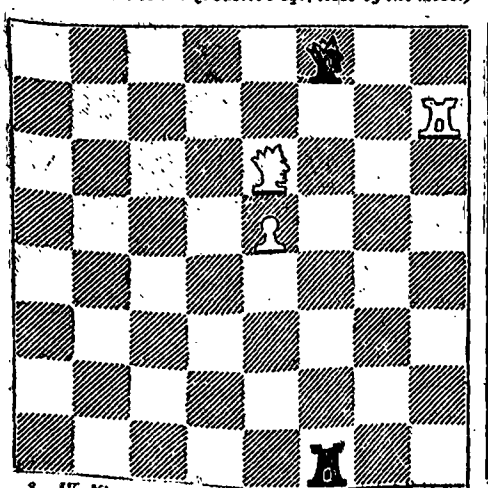
4. *W. King to black K. Bishop's 3rd.*
B. Castle gives check. Drawn.



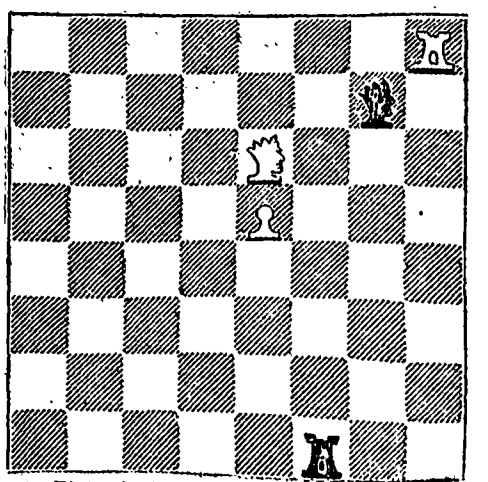
1. *W. Pawn 1 square.*
B. Castle to W. Q. Castle's sq. (loses by the move.)



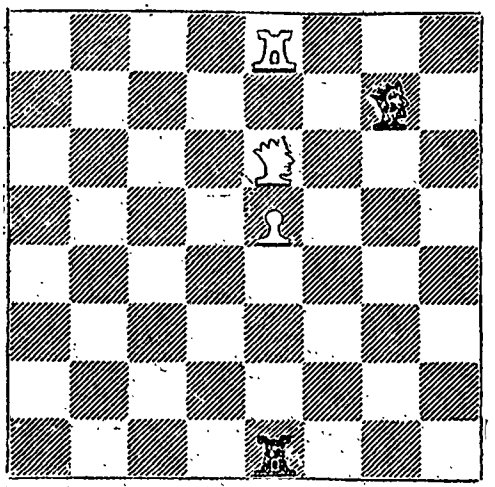
2. *W. King to black Bishop's 3rd.*
B. Castle to white K. Bishop's square, checking.



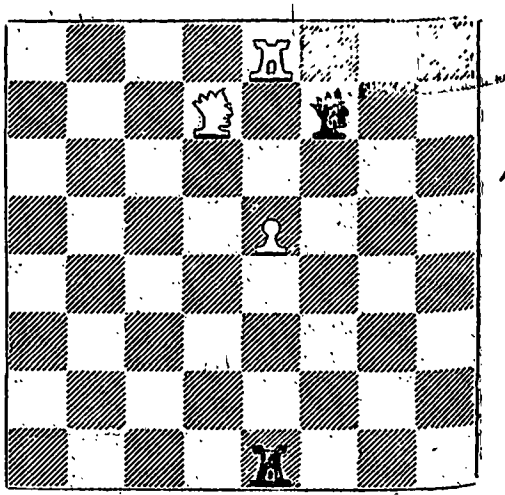
3. *W. King to black King's 3rd.*
B. King to Bishop's square.



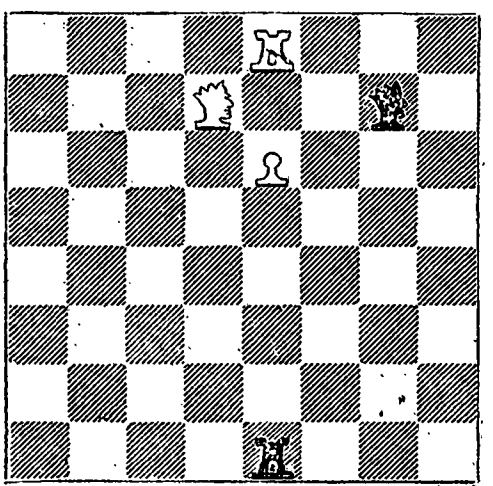
4. *W. Castle checks at black Castle's square.*
B. King to Knight's 2nd.



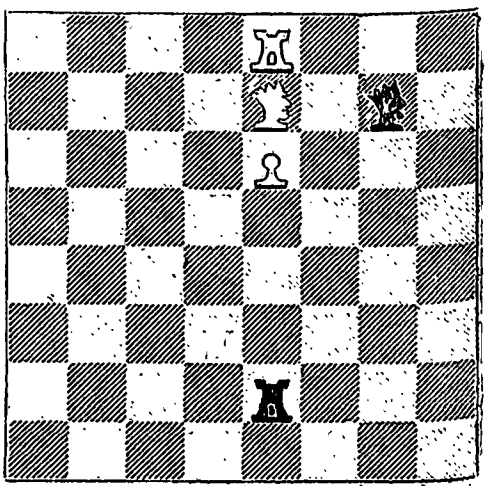
5. *W. Castle to black King's square.*
B. Castle to white King's square.



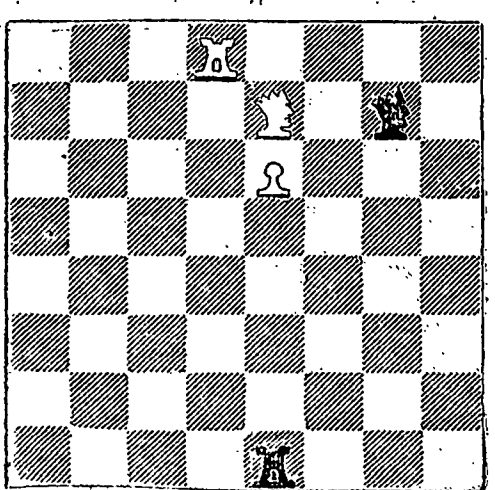
6. *W. King to black Queen's 2nd.*
B. King to Bishop's 2nd.



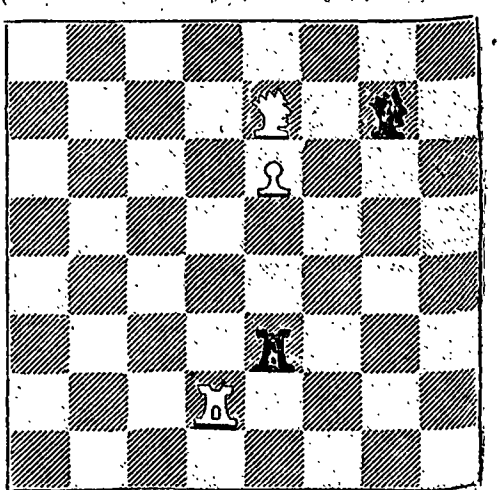
7. *W. Pawn checks.*
B. King to Knight's 2nd.



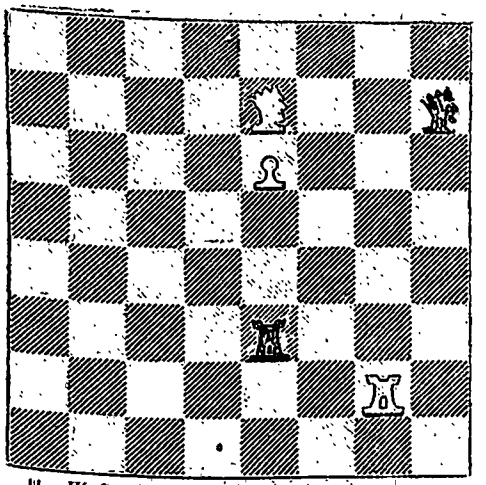
8. *W. King to black King's 2nd.*
B. Castle to white King's 2nd.



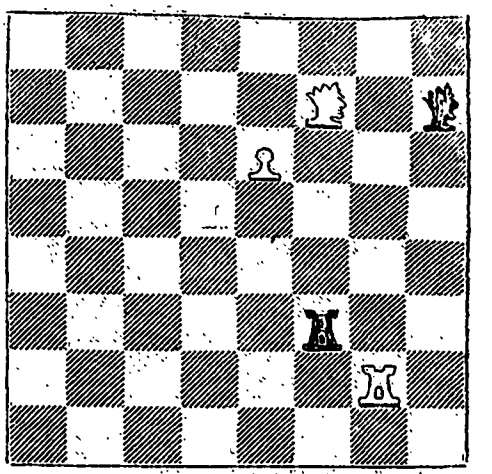
9. *W. Castle to black Queen's square.*
B. Castle to white King's square.



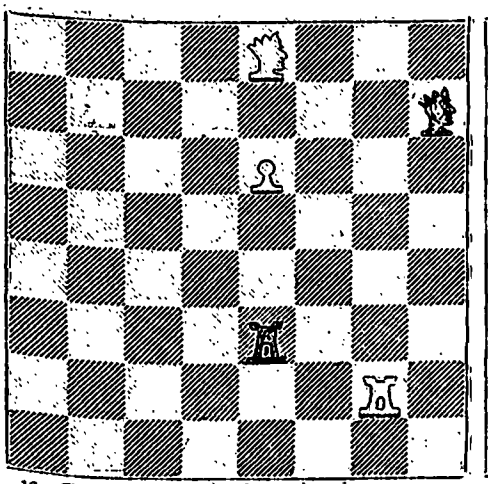
10. *W. Castle to Queen's 2nd.*
B. Castle to white King's 3rd.



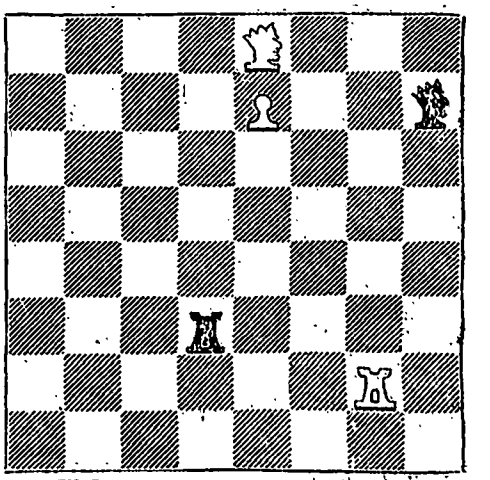
11. *W. Castle to K. Knight's 2nd, checking.*
B. King to Castle's 2nd square.



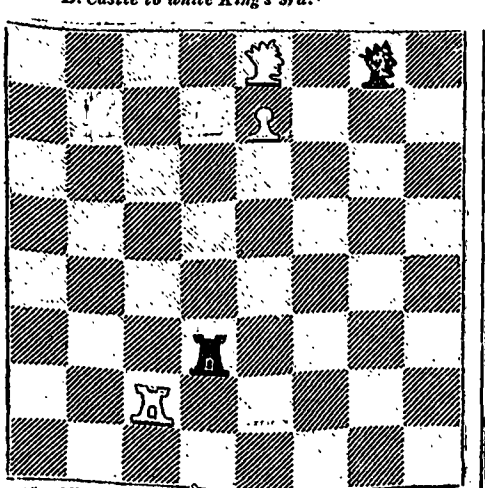
12. *W. King to black K. Bishop's 2nd.*
B. Castle checks.



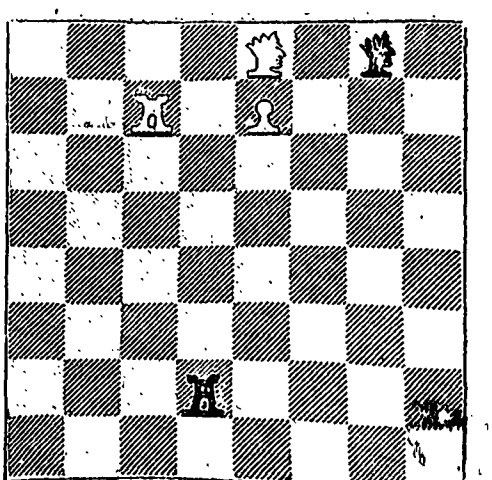
13. *W. King to black King's square.*
B. Castle to white King's 3rd.



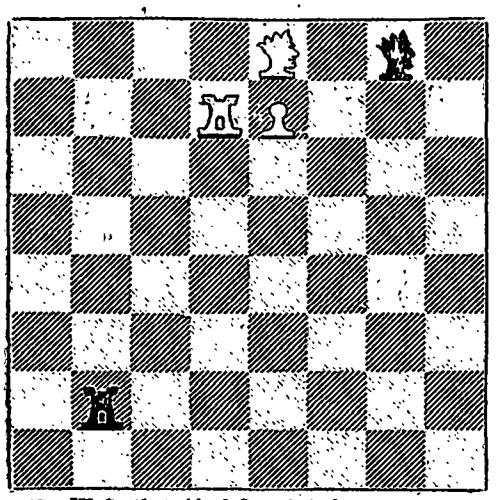
14. *W. Pawn 1 square.*
B. Castle to white Queen's 3rd.



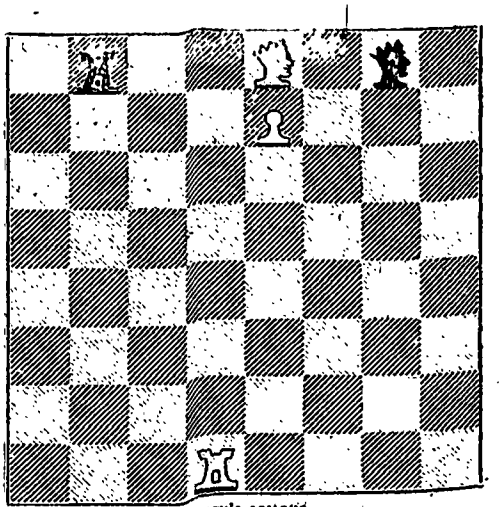
15. *W. Castle to Q. Bishop's 2nd.*
B. King to Knight's square.



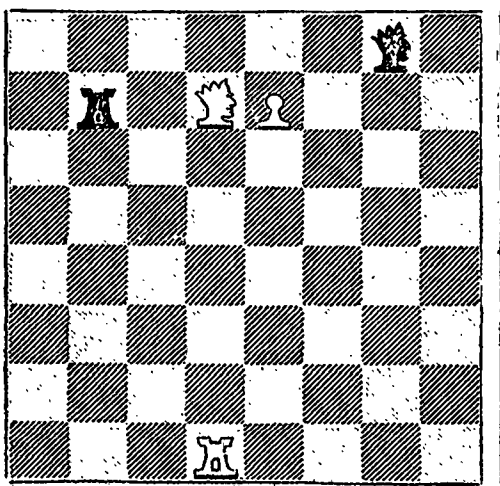
16. *W. Castle to black Q. Bishop's 2nd.*
B. Castle to white Queen's 2nd.



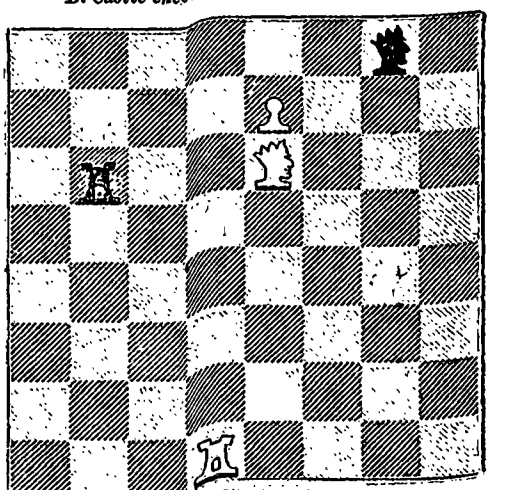
17. *W. Castle to black Queen's 2nd.*
B. Castle to white Q. Knight's 2nd.



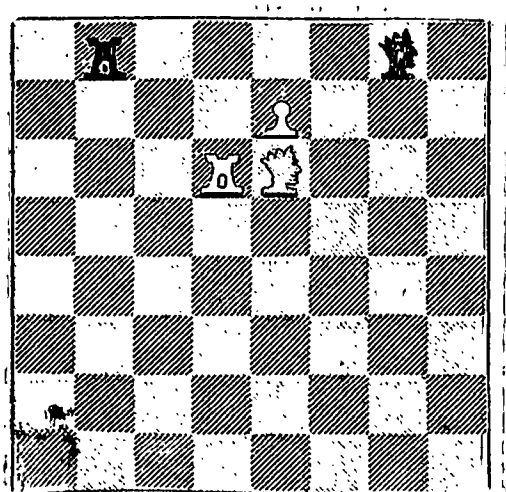
18. *W. Castle to Queen's square.*
B. Castle checks.



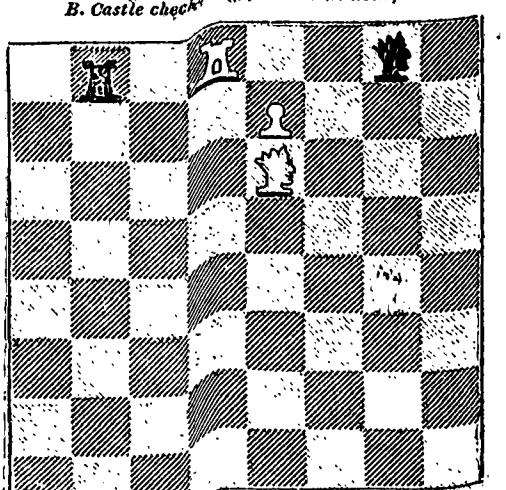
19. *W. King to black Queen's 2nd.*
B. Castle checks.



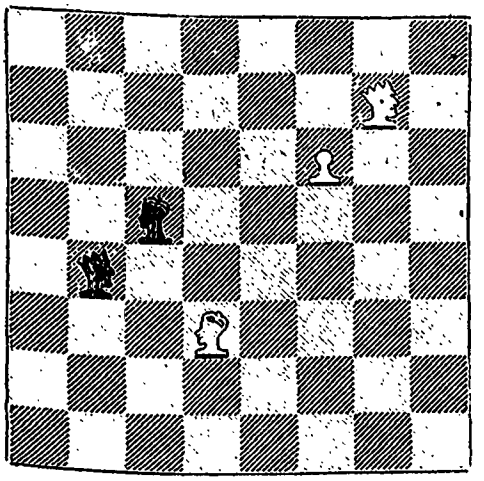
20. *W. King to black King's 3rd.*
B. Castle checks.



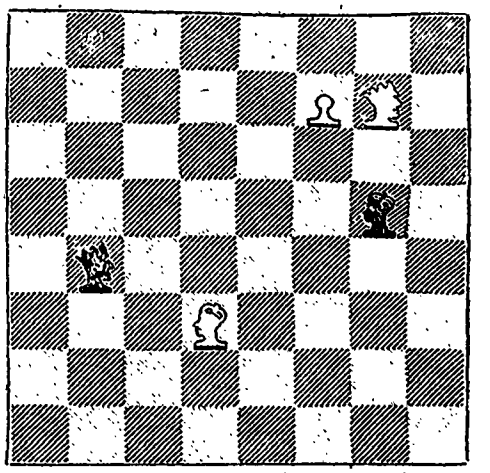
21. *W. Castle covers check.*
B. Castle to Q. Knight's square.



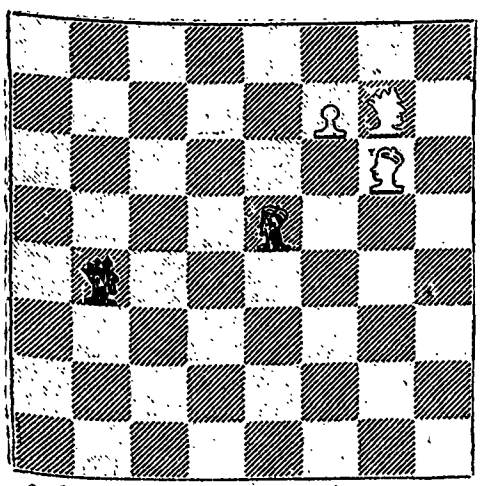
22. *W. Castle to black Queen's square, wins.*



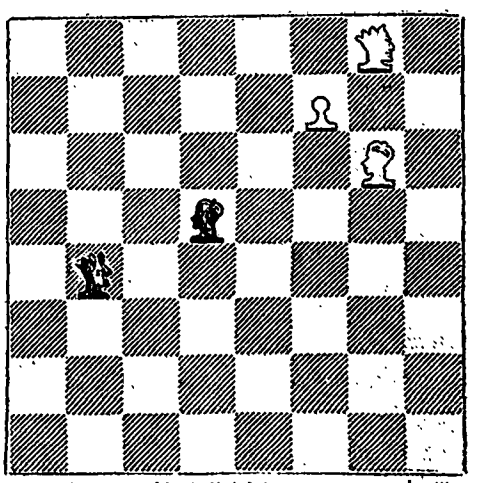
White to move.



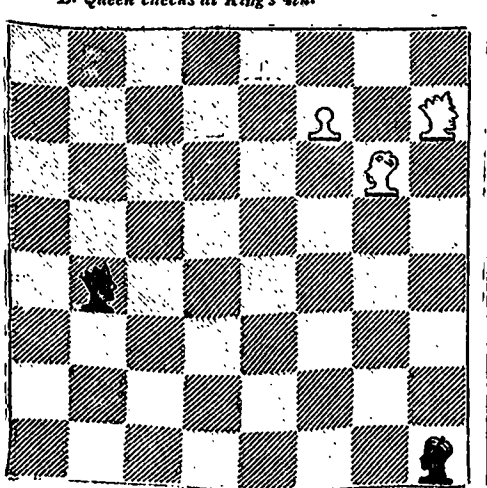
1. *W. Pawn 1 square.*
B. Queen checks at K. Knight's 4th.



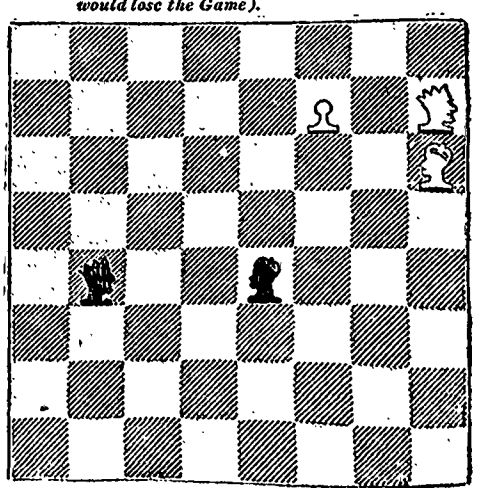
2. *W. Queen interposes.*
B. Queen checks at King's 4th.



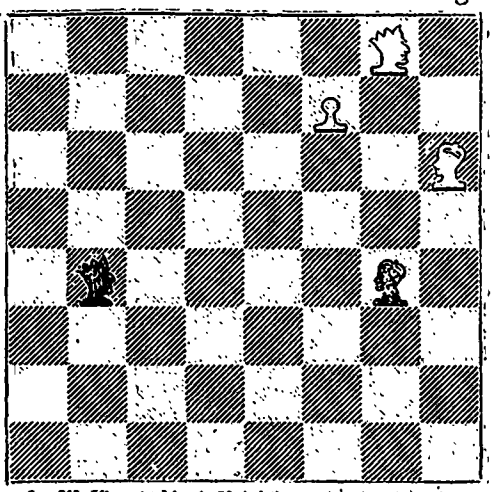
3. *W. King to black Knight's square.*
B. Queen to her 4th square (as to give check now would lose the Game).



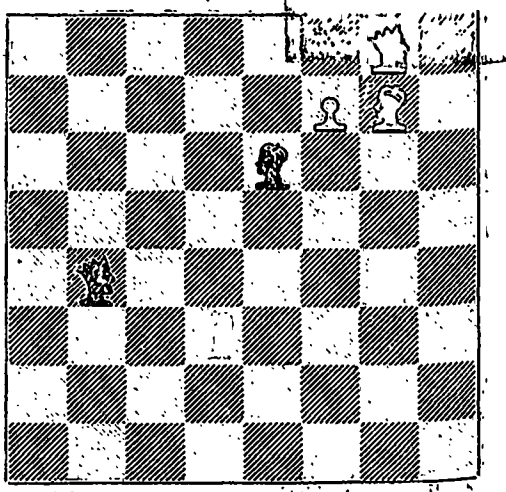
4. *W. King to black K. Castle's 2nd.*
B. Queen checks at white K. Castle's square.



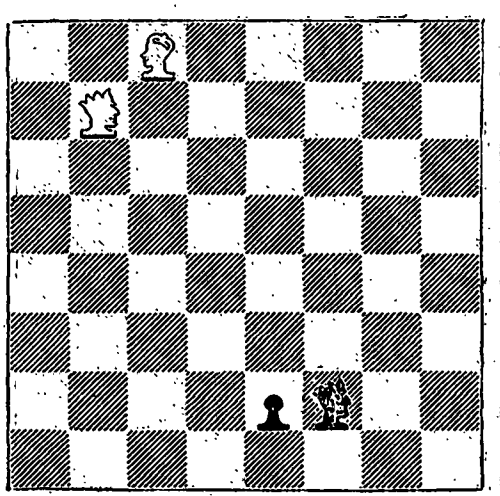
5. *W. Queen covers check.*
B. Queen checks at white King's 4th.



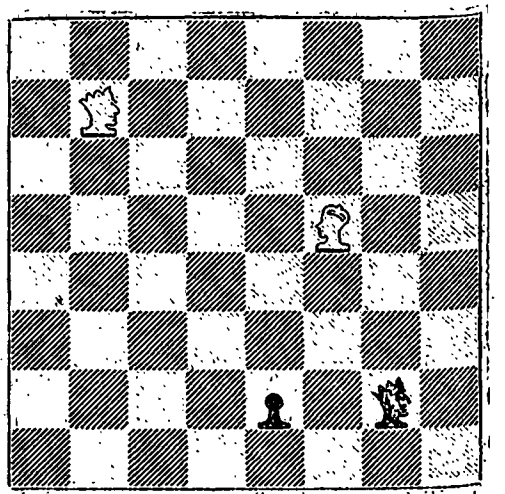
6. *W. King to black Knight's square.*
B. Queen checks at K. Knight's 4th.



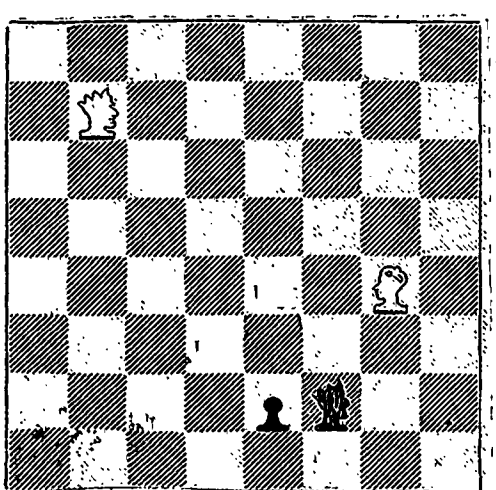
7. *W. Queen interposes.*
B. Queen to King's 3rd, &c.



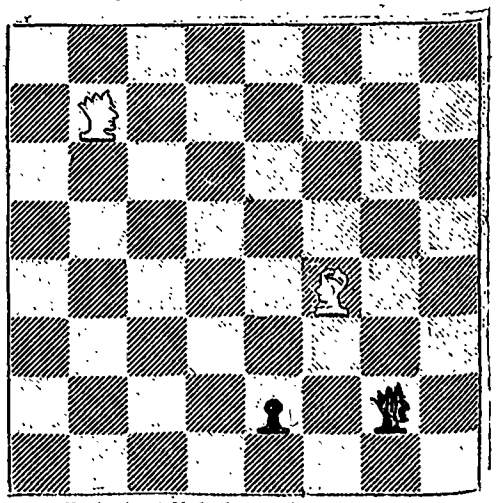
White to move will win.



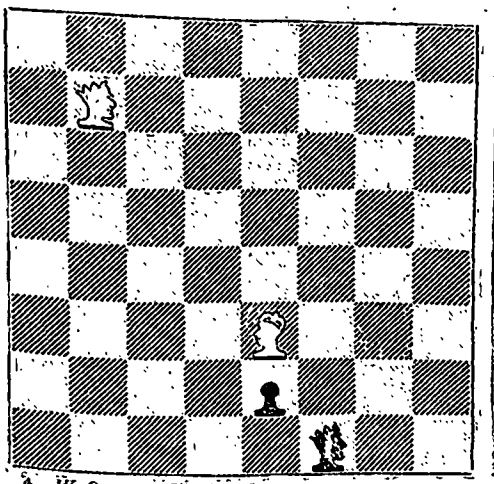
1. *W. checks at black K. Bishop's 4th.*
B. King to white Knight's 2nd.



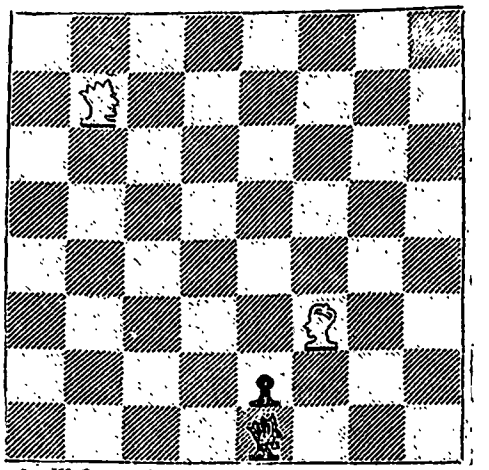
2. *W. checks at K. Knight's 4th.*
B. King to white Bishop's 2nd.



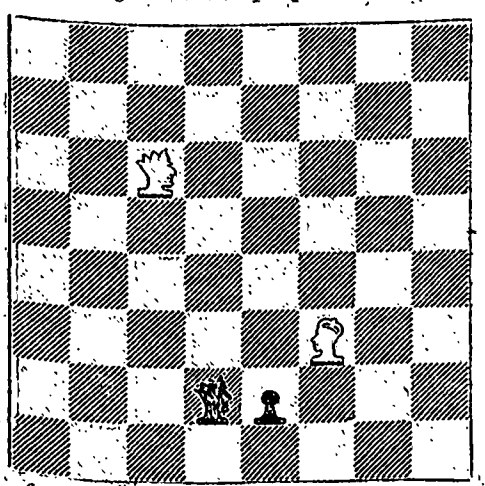
3. *W. checks at K. Bishop's 4th.*
B. King to white Knight's 2nd.



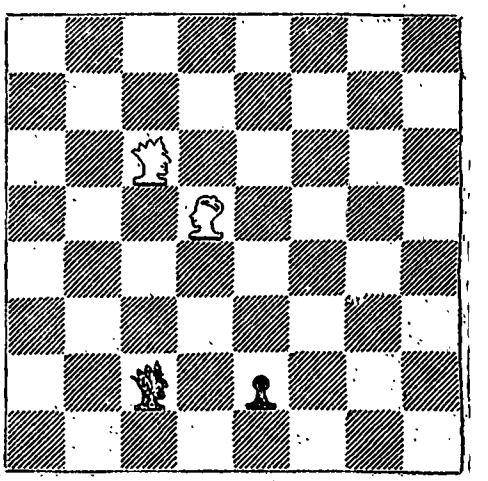
4. *W. Queen to King's 3rd.*
B. King to white Bishop's square.



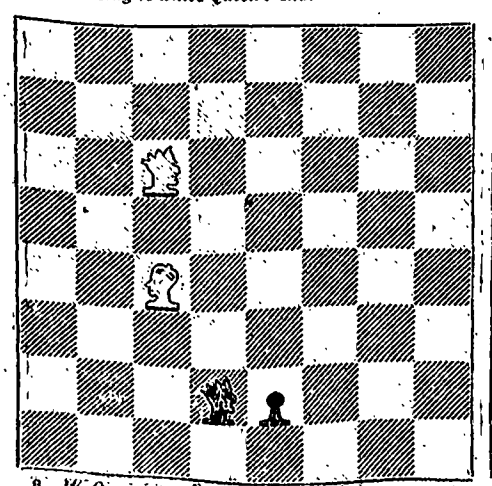
5. *W. Queen checks at K. Bishop's 3rd.*
B. King to white King's square.



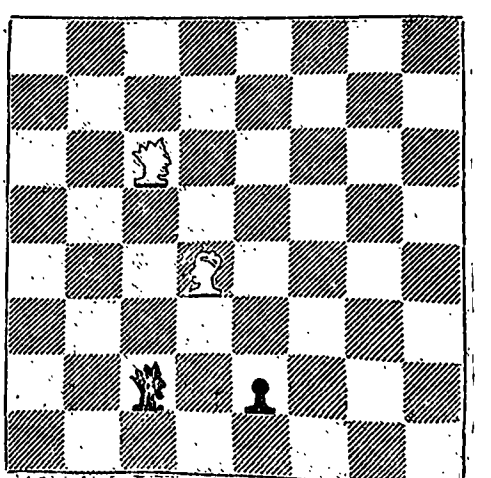
6. *W. King to black Q. Bishop's 3rd.*
B. King to white Queen's 2nd.



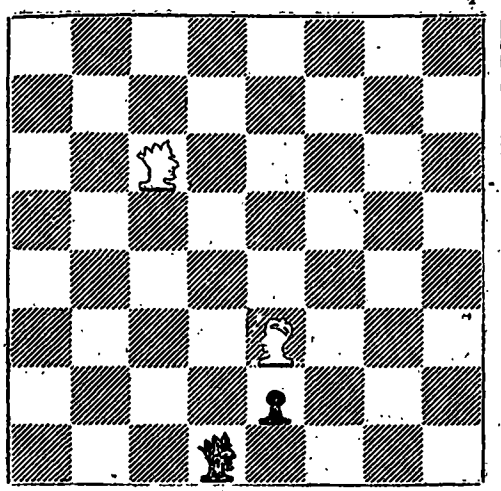
7. *W. Queen checks at her 5th square.*
B. King to white Q. Bishop's 2nd.



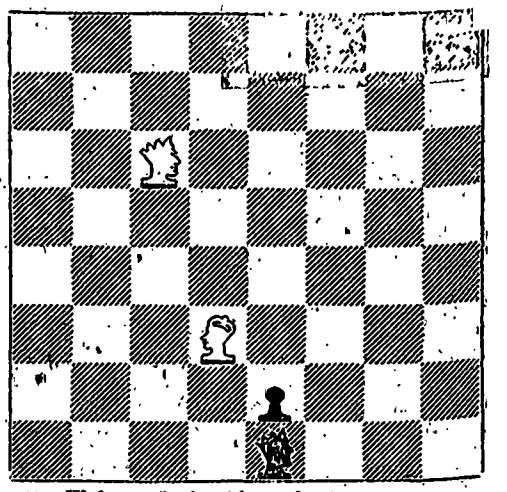
8. *W. Queen checks at Bishop's 4th.*
B. King to white Queen's 2nd.



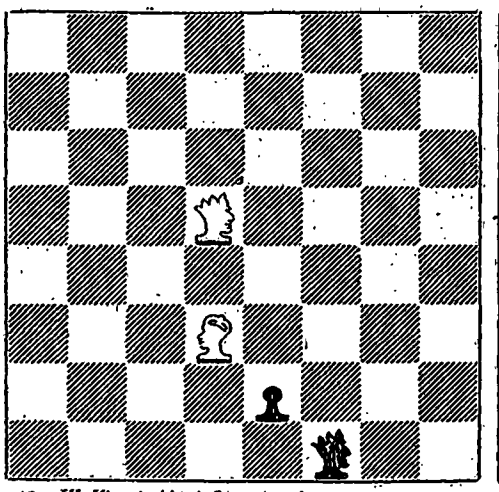
9. *W. Queen checks at her 4th square.*
B. King to white Q. Bishop's 2nd.



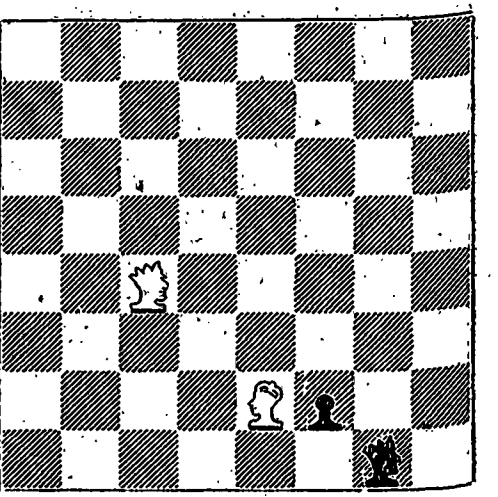
10. *W. Queen to King's 3rd.*
B. King to white Queen's square.



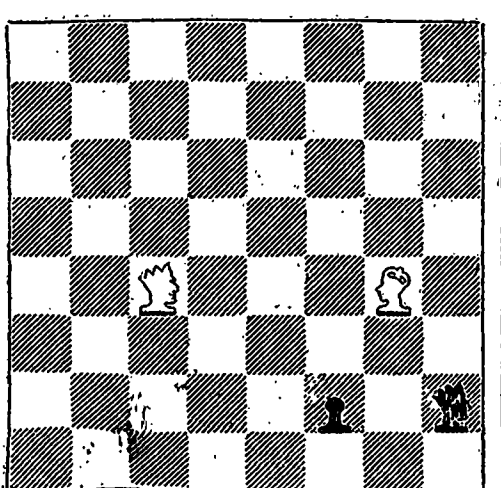
11. *W. Queen checks at her 3rd square.*
B. King to white King's square.



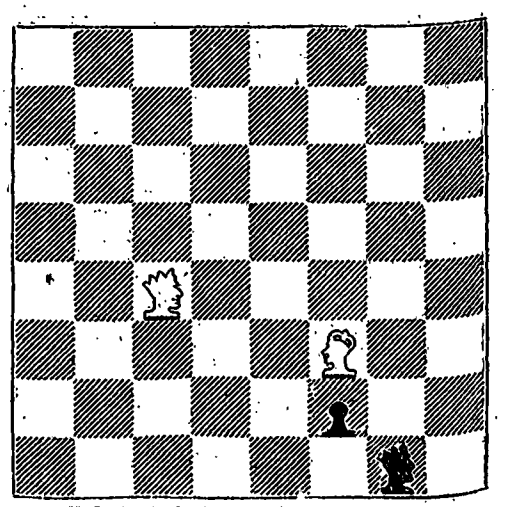
12. *W. King to black Queen's 4th.*
B. King to W. Bishop's square.



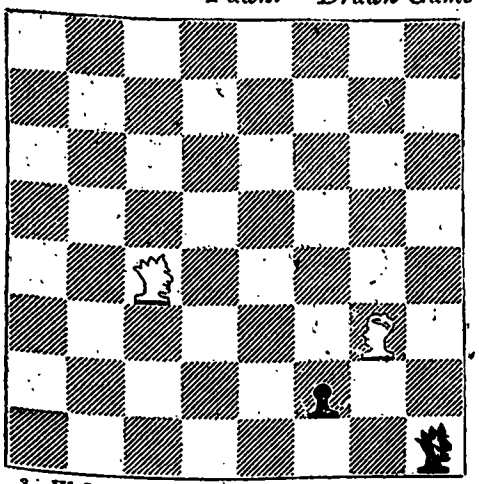
W. to move—Drawn game.



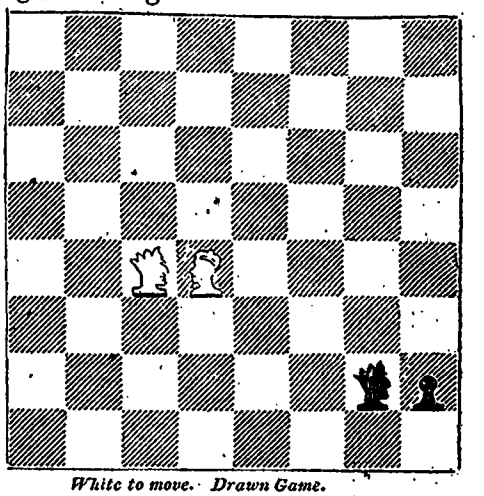
W. Queen checks at K. Knight's 4th.
B. King to white Castle's 2nd.



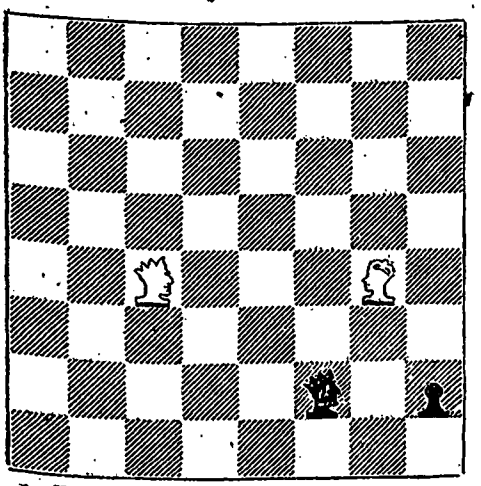
2. *W. Queen to K. Bishop's 3rd.*
B. King to white Knight's square.



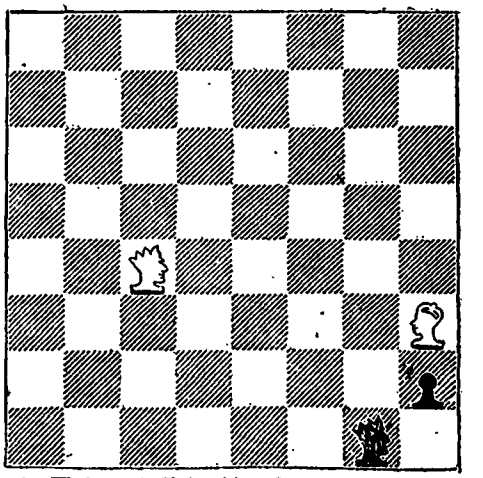
3. *W. Queen checks at K. Knight's 3rd.*
B. King to the angle.



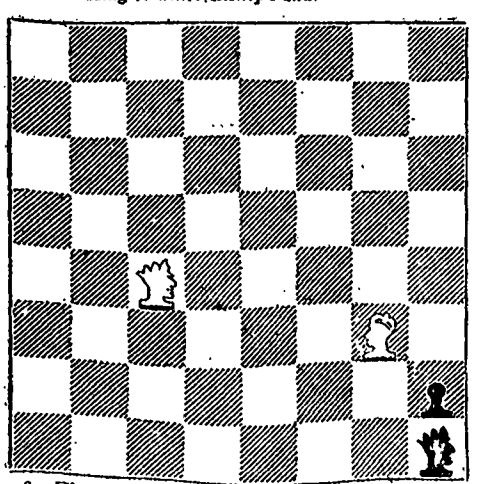
White to move. Drawn Game.



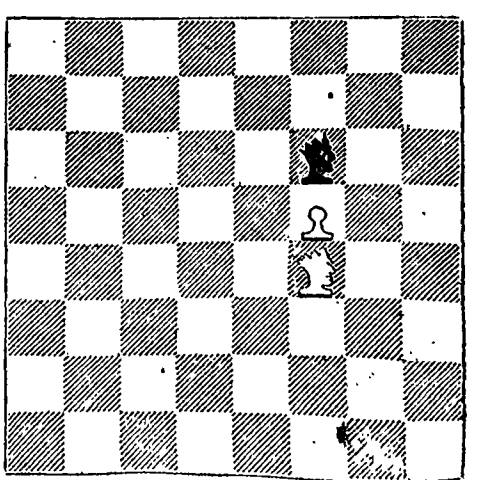
1. *W. Queen checks at K. Knight's 4th.*
B. King to white Bishop's 2nd.



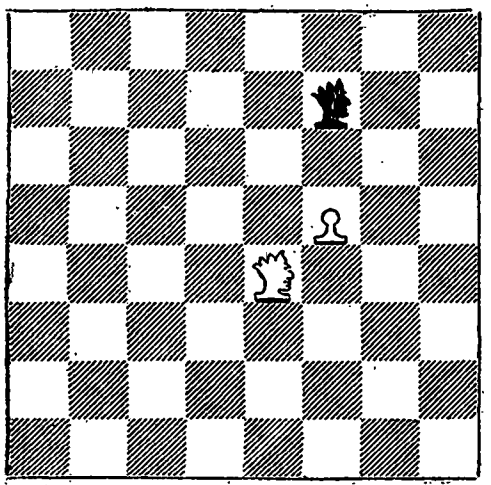
2. *W. Queen to K. Castle's 3rd.*
B. King to white Knight's square.



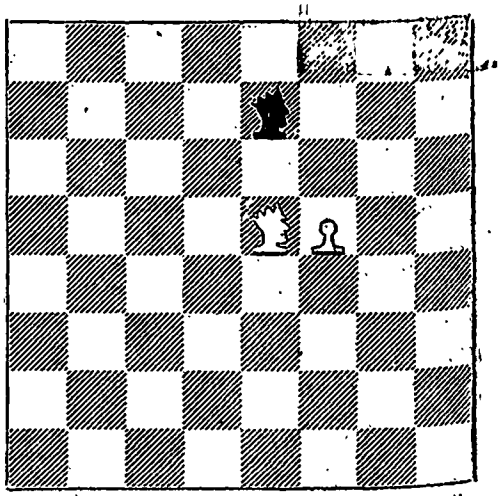
3. *W. Queen checks at K. Knight's 3rd.*
B. King to the angle.



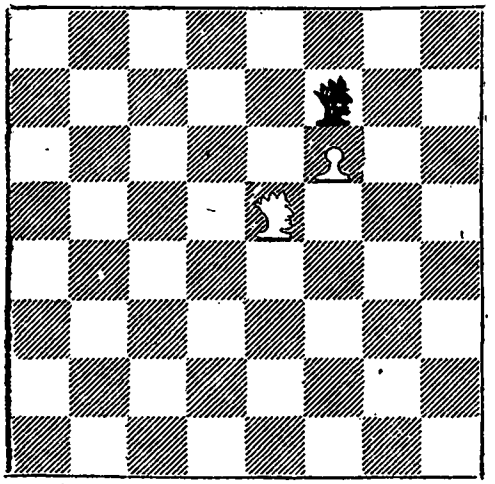
White to move. Drawn Game.



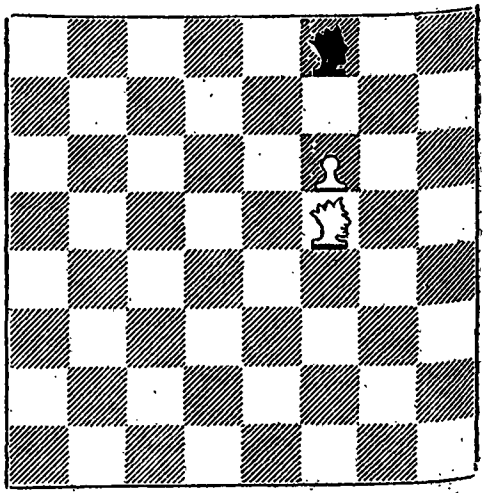
1. *W. King to his 4th square.*
   B. King to Bishop's 2nd.



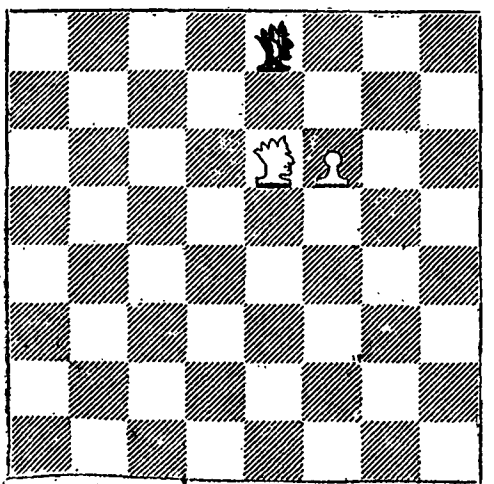
2. *W. King to his 5th square.*
   B. King to his 2nd square.



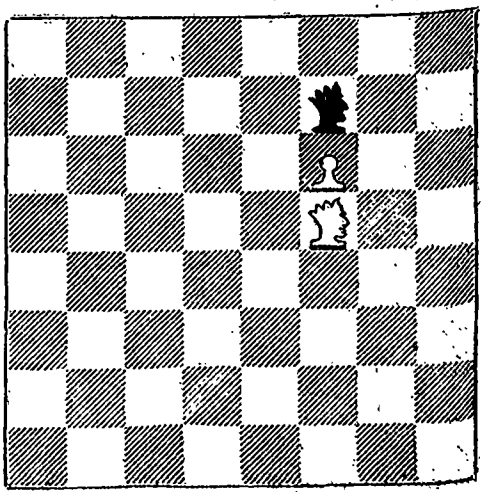
3. *W. Pawn gives check.*
   B. King to Bishop's 2nd.



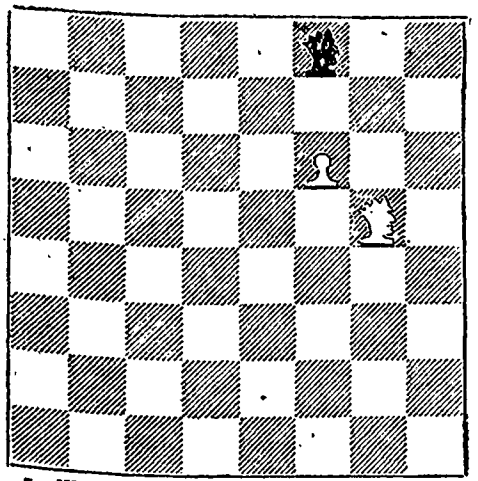
4. *W. King to Bishop's 5th.*
   B. King to Bishop's square.



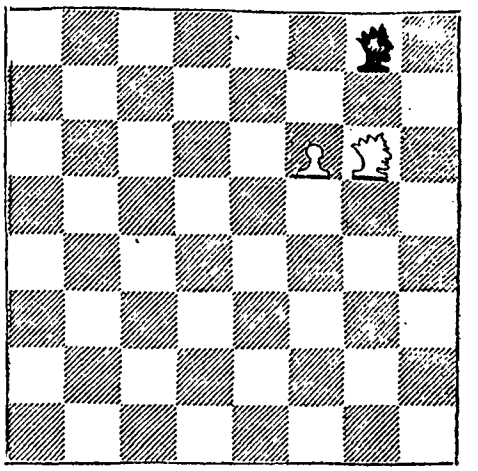
5. *W. King to black King's 3rd.*
   B. King to his square.



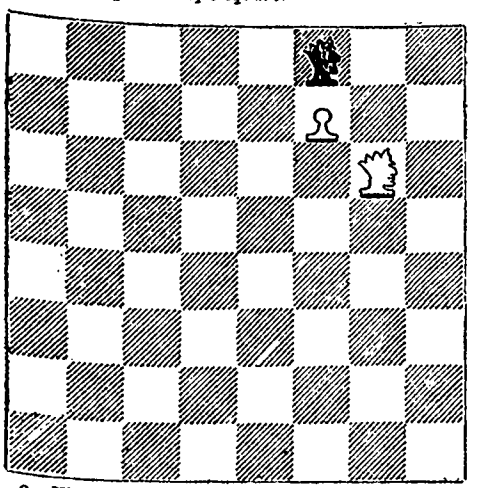
6. *W. King to Bishop's 5th.*
   B. King to Bishop's 2nd.



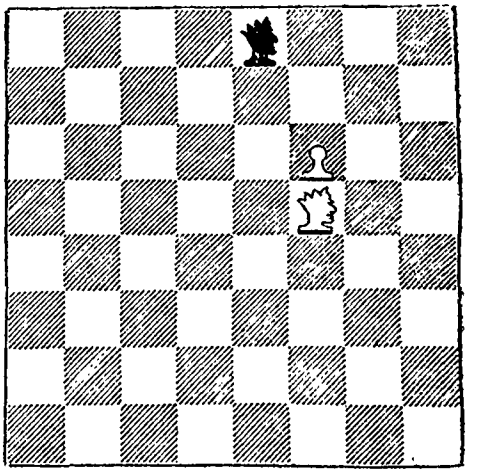
7. *W. King to Knight's 5th.*
B. King to Bishop's square.



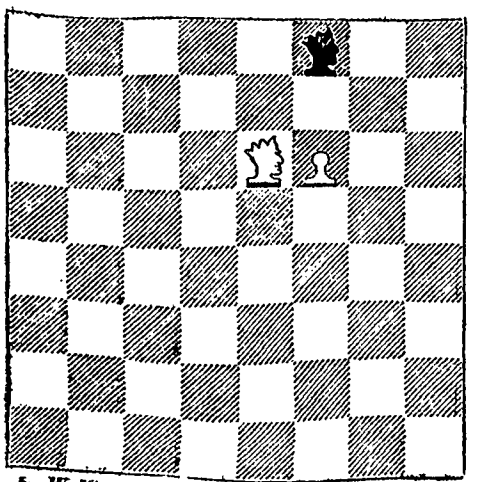
8. *W. King to black K. Knight's 3rd.*
B. King to Knight's square.



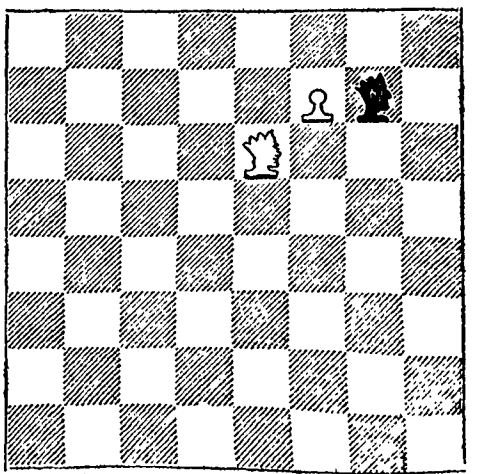
9. *W. Pawn 1 square, checking.*
B. King to Bishop's square.



4. *W. King to Bishop's 5th.*
B. King to his square.

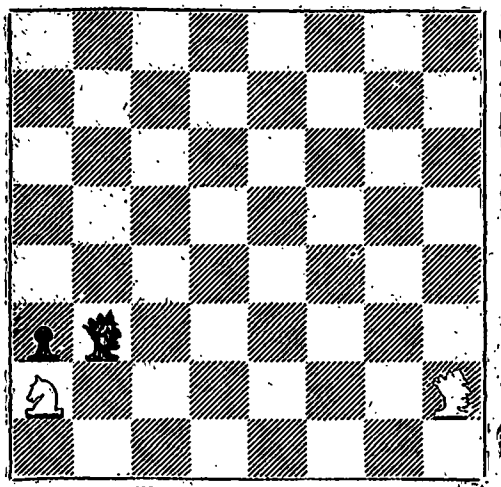


5. *W. King to black King's 3rd.*
B. King to Bishop's square.

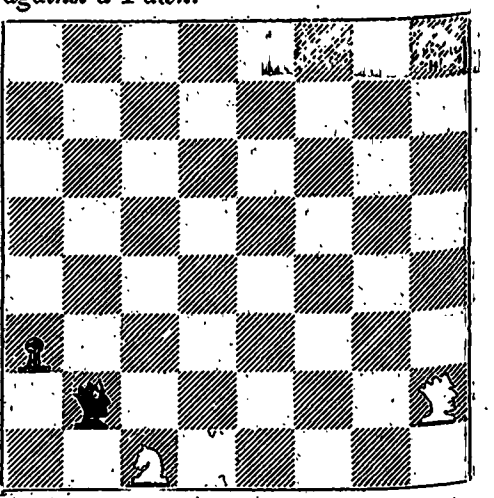


6. *W. Pawn advances.*
B. King to Knight's 2nd.
Then white King to black King's 2nd, wins.

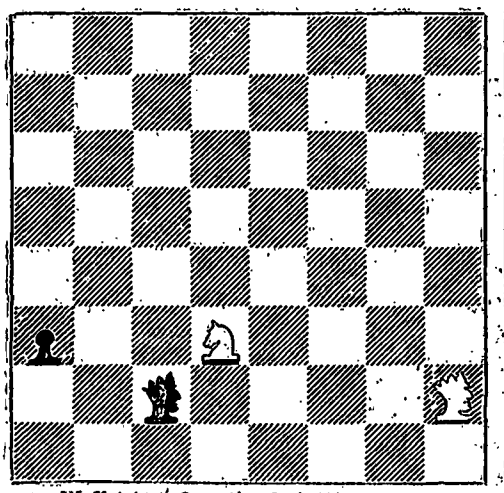
A drawn Game by a Knight unsupported against a Pawn, 2 squares from Queen. 2 Pawns against a Pawn.



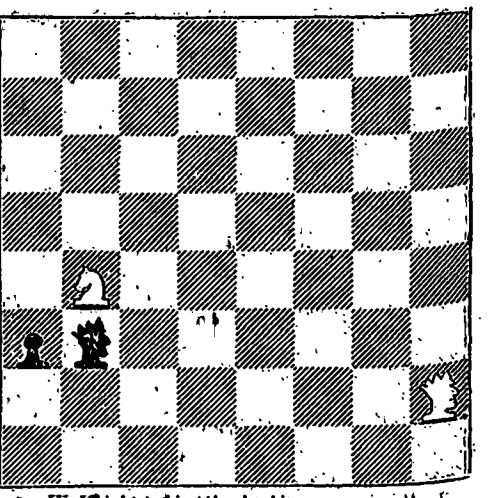
W. to move; Drawn game.



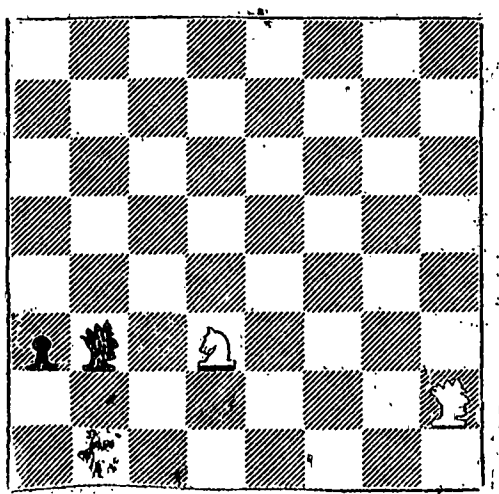
1. *W. Knight checks.*
B. King to Q. Knight's 2nd.



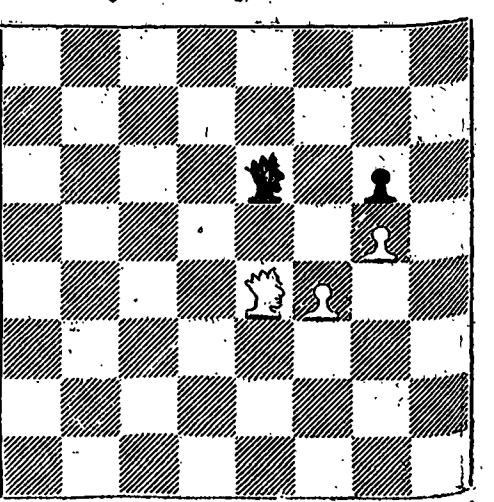
2. *W. Knight to Queen's 3rd, checking.*
B. King to W. Bishop's 2nd.



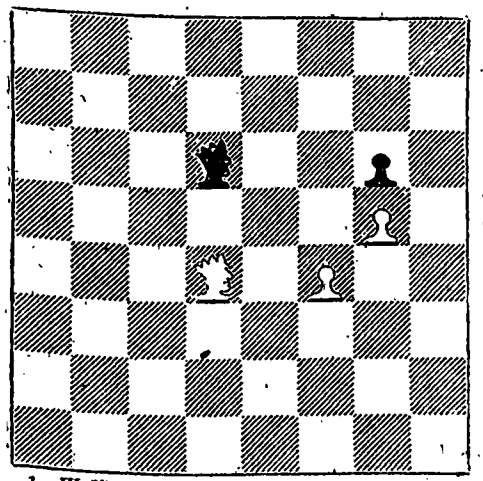
3. *W. Knight to his 4th, checking.*
B. King to white Knight's 3rd.



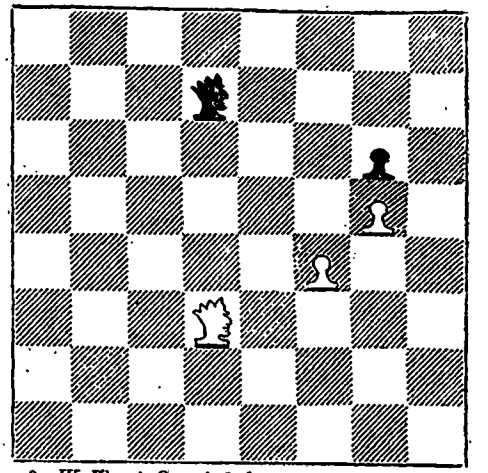
4. *W. Knight to Queen's 3rd, &c.*



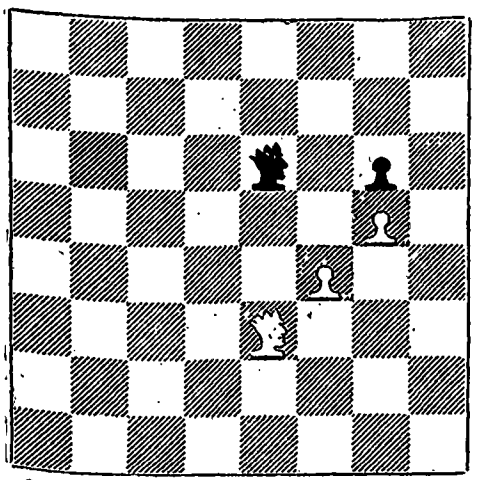
White to play, makes a drawn game. If black were to play first, white would win.



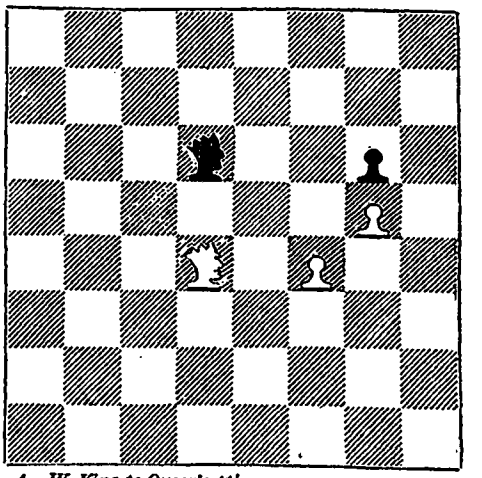
1. *W. King to Queen's 4th.*
B. King to Queen's 3rd.



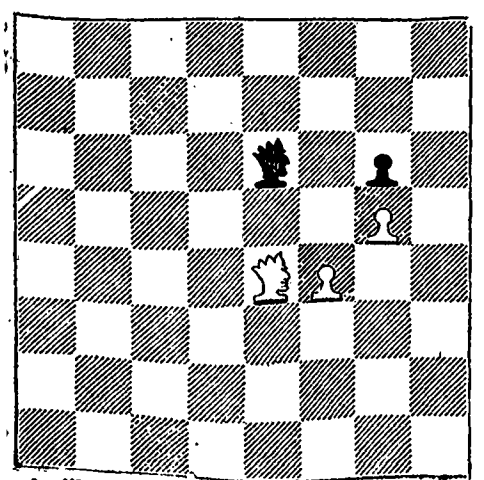
2. *W. King to Queen's 3rd.*
B. King to Queen's 2nd.



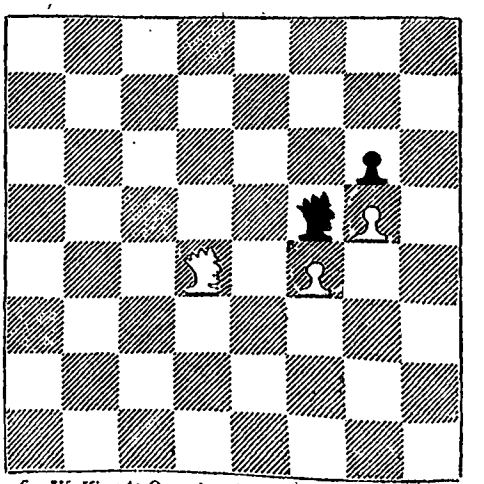
3. *W. King to 3rd square.*
B. King to his 3rd square.



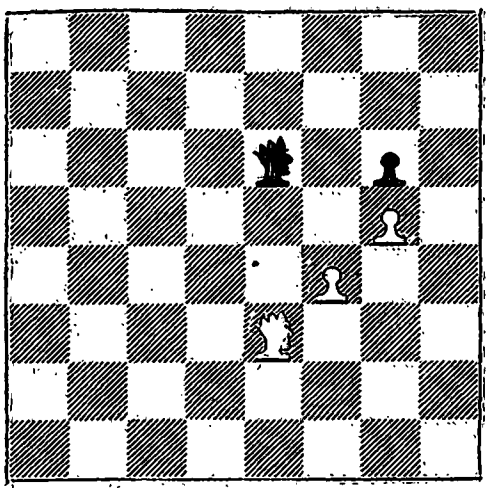
4. *W. King to Queen's 4th.*
B. King to Queen's 3rd.



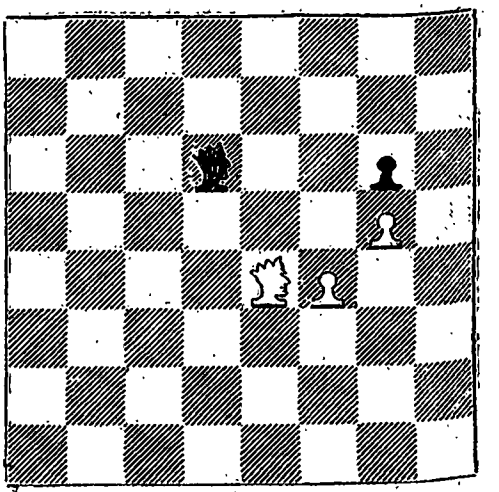
5. *W. King to his 4th.*
B. King to his 3rd.



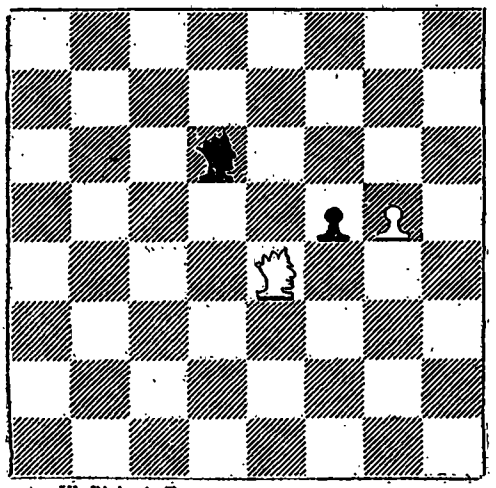
6. *W. King to Queen's 4th.*
B. King to Bishop's 4th. *(Bad move.)*



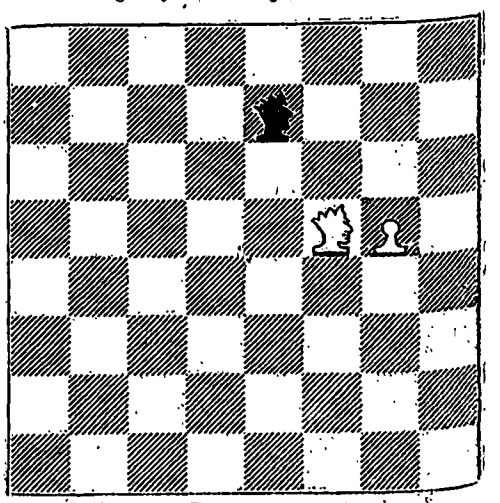
2. *W. King to his 3rd square.*
B. King to his 3rd square.



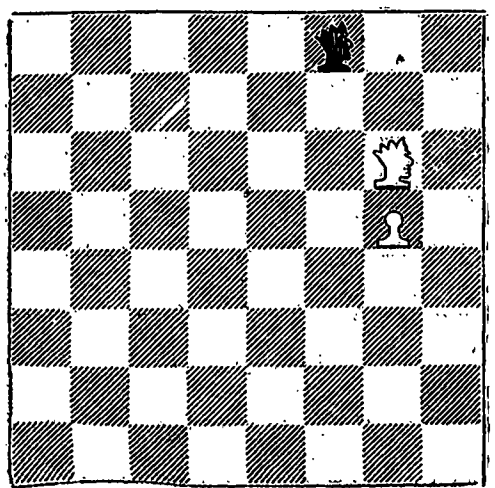
3. *W. King to his 4th square.*
B. King to Queen's 3rd square.



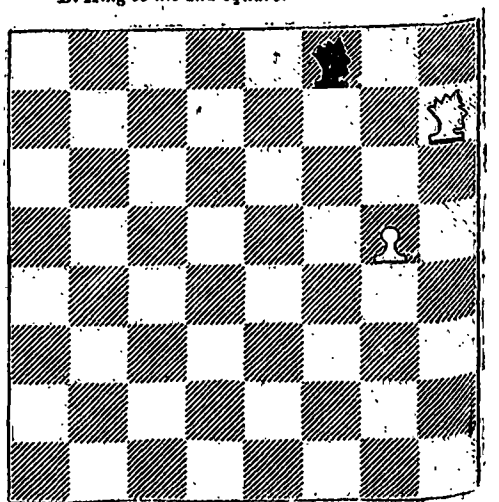
4. *W. Bishop's Pawn 1 square.*
B. Pawn takes Pawn.



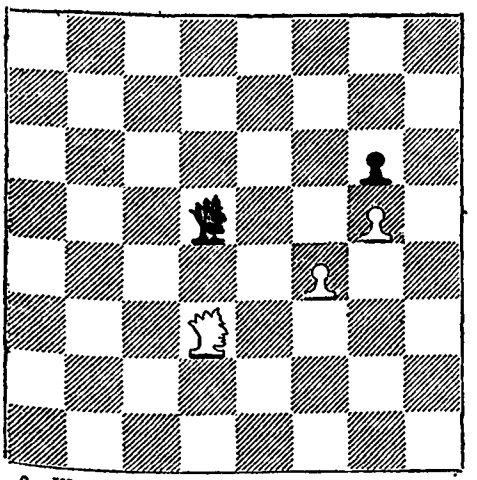
5. *W. King takes Pawn.*
B. King to his 2nd square.



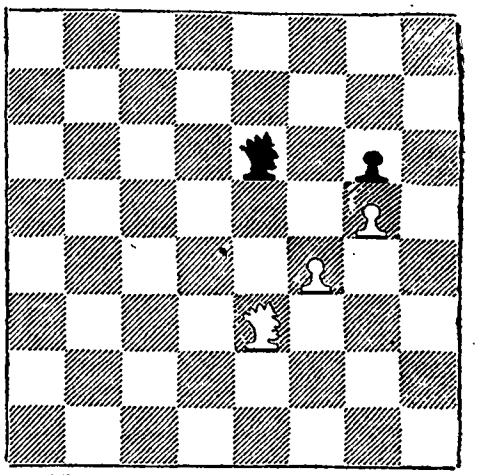
6. *W. King to black Knight's 3rd.*
B. King to Bishop's square.



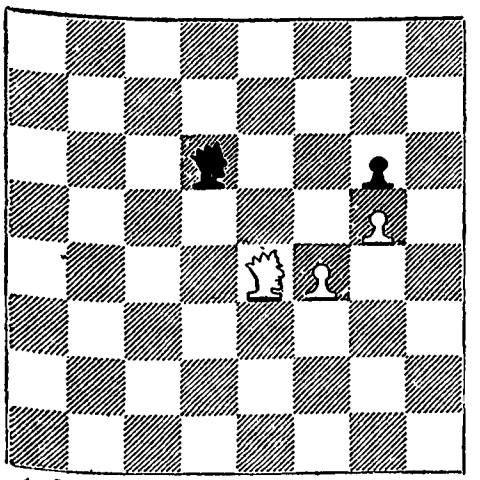
7. *W. King to black Castle's 2nd, wins.*



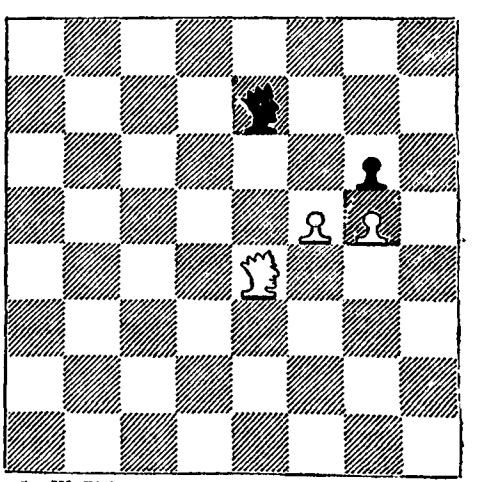
2. *W. King to Queen's 3rd square.*
B. King to Queen's 4th. (Bad move.)



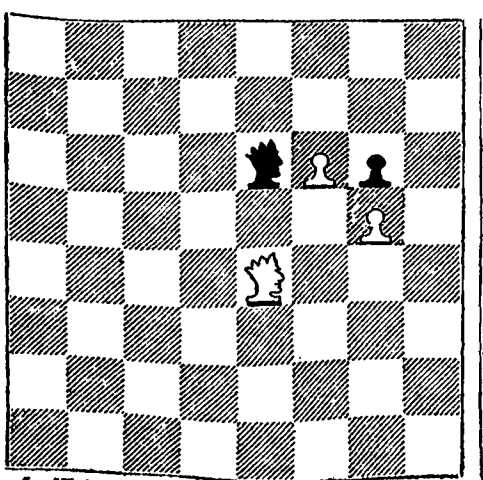
3. *W. King to his 3rd.*
B. King to his 3rd.



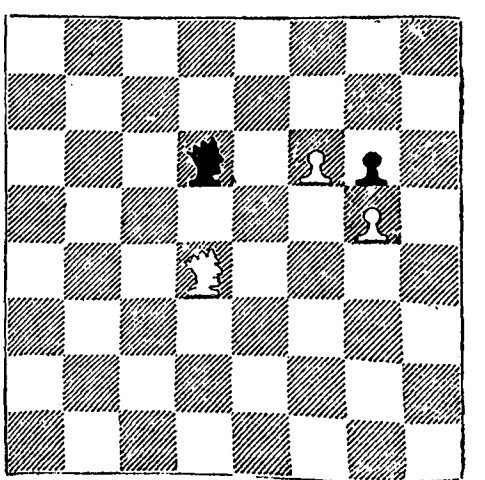
4. *W. King to his 4th square.*
B. King to Queen's 3rd.



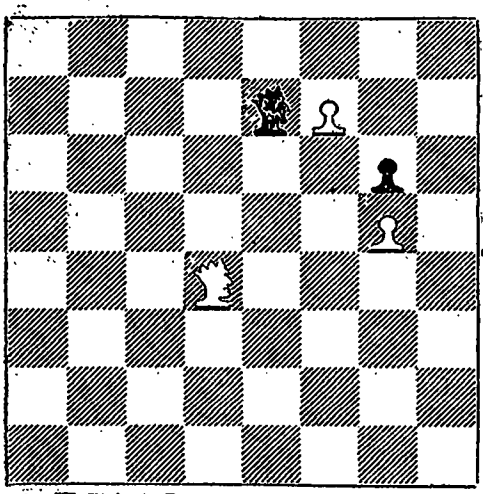
5. *W. Bishop's Pawn 1 square.*
B. King to his 2nd square.



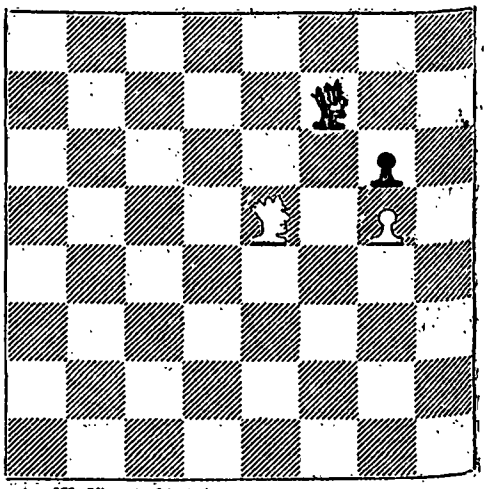
6. *W. Bishop's Pawn 1 square.*
B. King to his 3rd square.



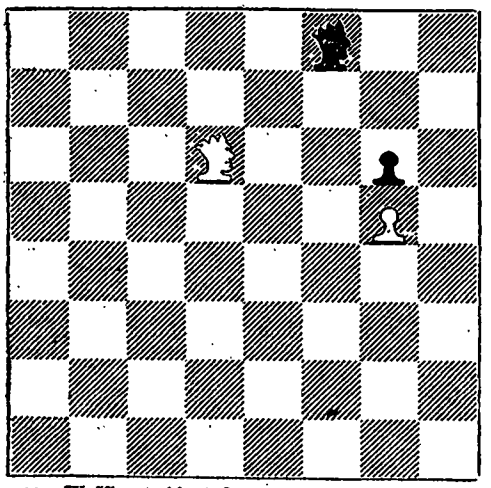
7. *W. King to Queen's 4th.*
B. King to Queen's 3rd.



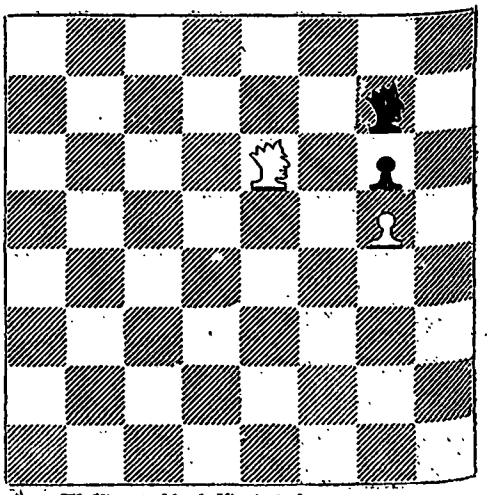
8. *W. Bishop's Pawn* 1 *square.*
B. King to his 2nd.



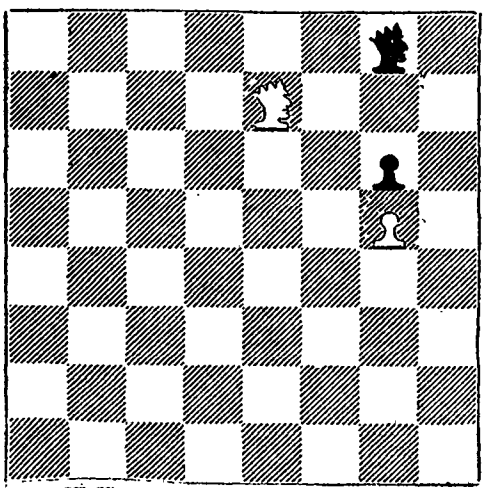
9. *W. King to his 5th square.*
B. King takes Pawn.



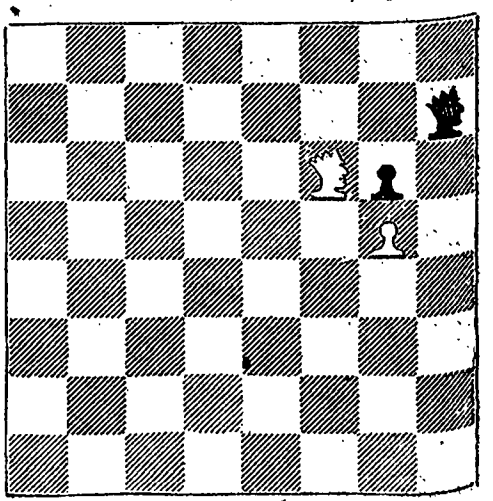
10. *W. King to black Queen's 3rd.*
B. King to Bishop's square.



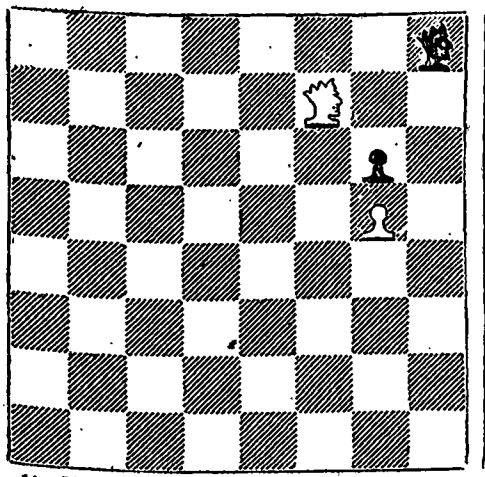
11. *W. King to black King's 3rd.*
B. King to Knight's 2nd.



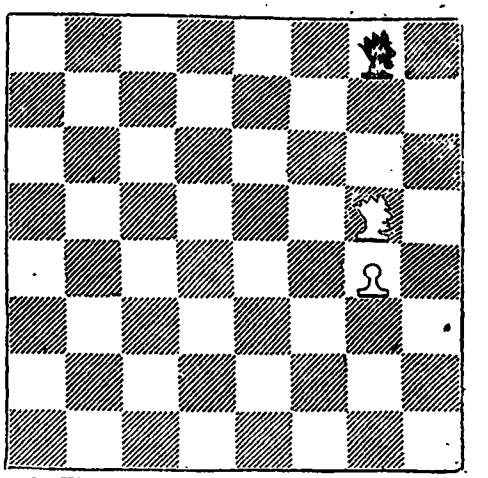
12. *W. King to black King's 2nd.*
B. King to Knight's square,



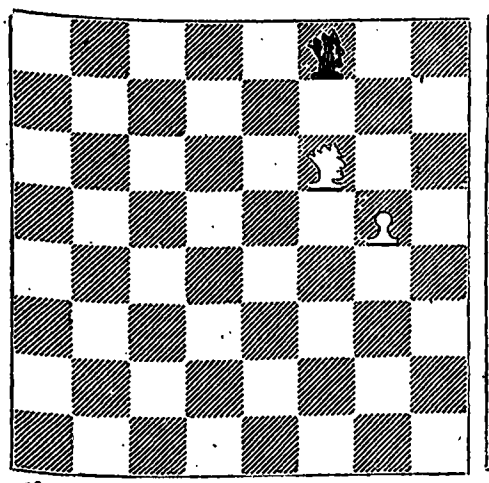
13. *W. King to black K. Bishop's 3rd.*
B. King to Castle's 2nd.



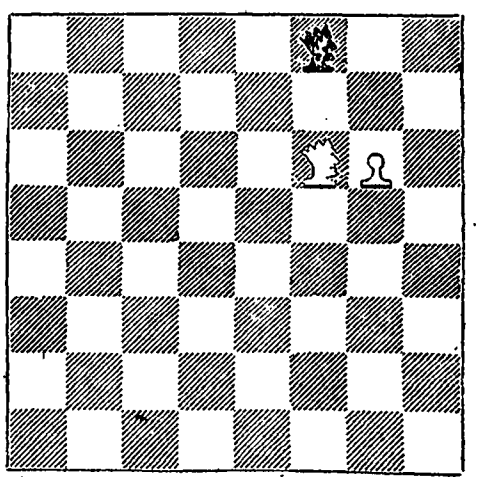
14. *W. King to black K. Bishop's 2nd.*
B. King to Castle's square.



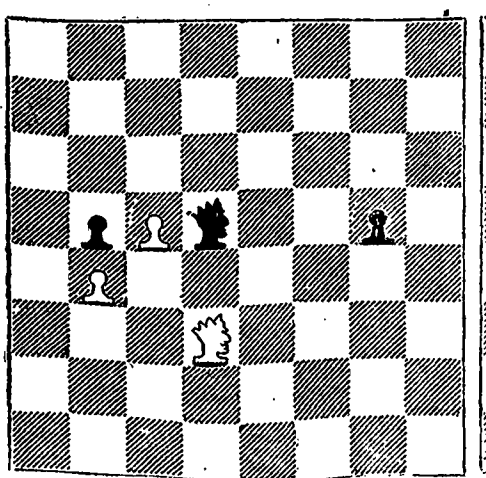
15. *W. King takes Pawn.*
B. King to Knight's square.



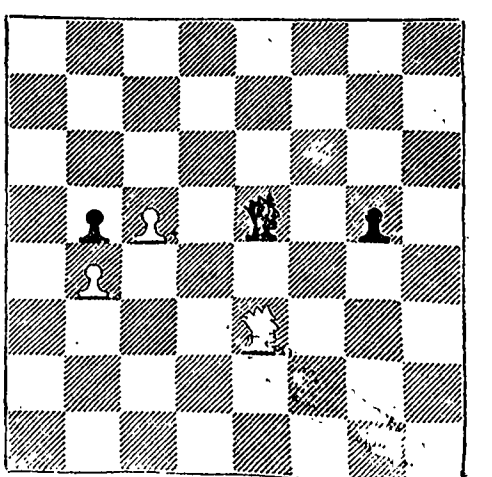
16. *W. King to black K. Bishop's 3rd.*
B. King to Bishop's square.



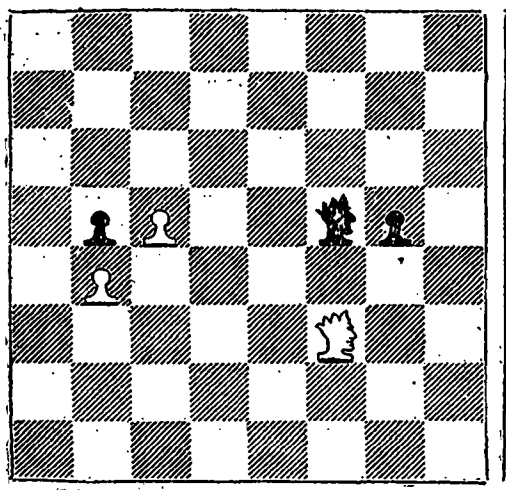
17. *W. Pawn 1 square, and will queen.*



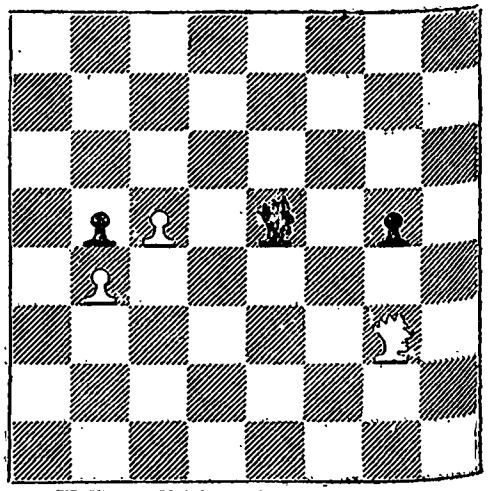
2 isolated against 2 united Pawns. *If black were to move first, white would win.*



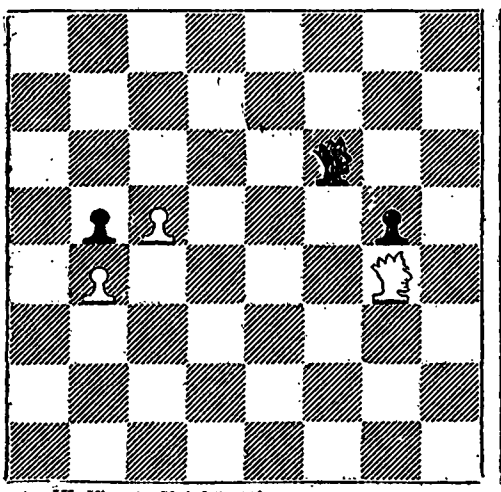
1. *W. King to his 3rd square.*
B. King to his 4th square.



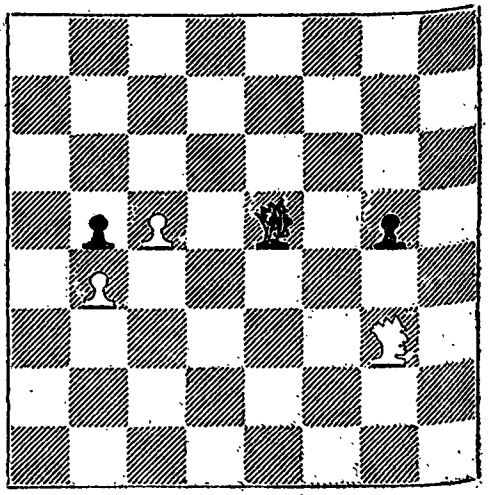
2. W. King to Bishop's 3rd.
B. King to Bishop's 4th.



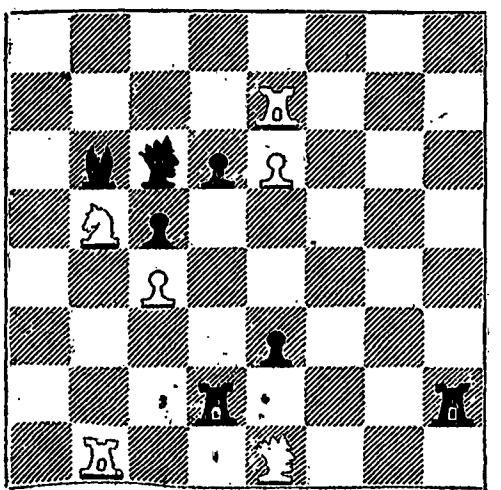
3. W. King to Knight's 3rd.
B. King to his 4th square.



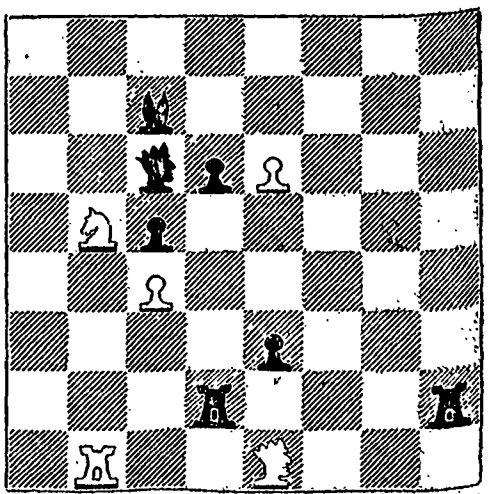
4. W. King to Knight's 4th.
B. King to Bishop's 3rd.



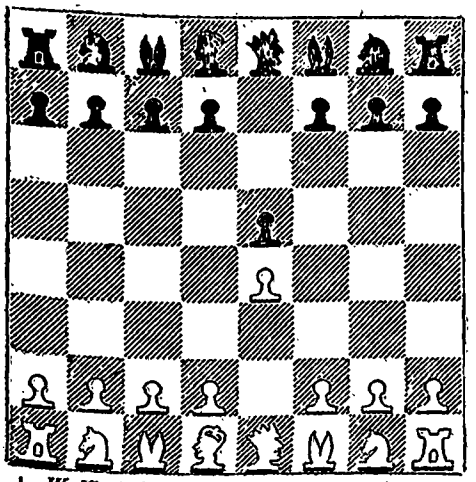
5. W. King to Knight's 3rd.
B. King to his 4th square.



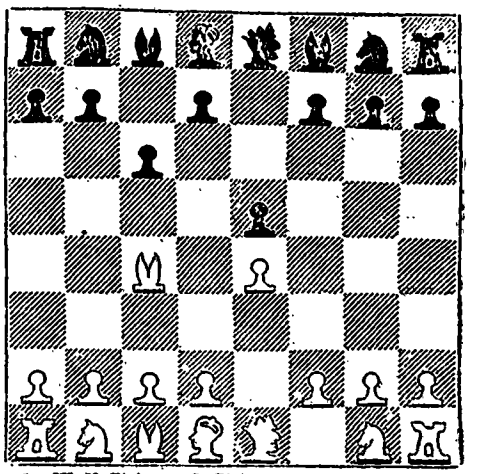
Critical situation from Stamma.
White to move, will give Check-mate in 2 moves.



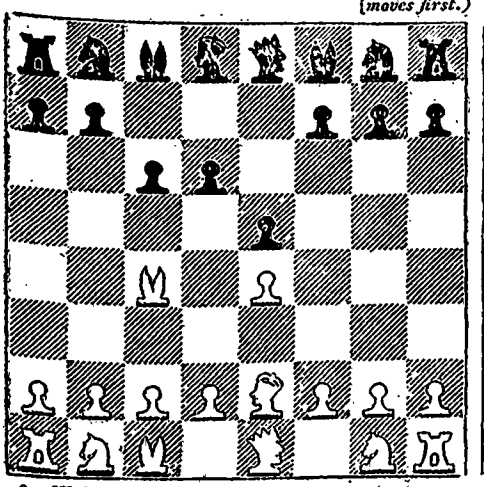
1. W. Castle to 11, is taken by Bishop, when Knight will give Check-mate on 9.



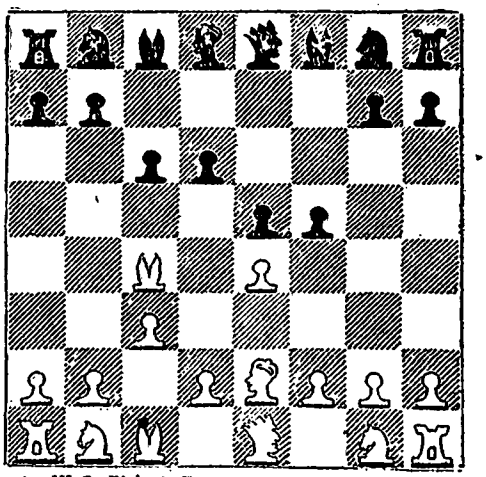
1. *W. King's Pawn 2 squares.*
B. the same. (Count Bruhl has the white, and moves first.)



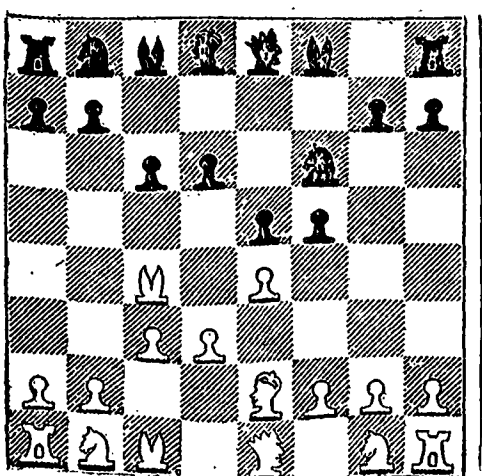
2. *W. K. Bishop to Q. Bishop's 4th.*
B. Q. Bishop's Pawn 1 square.



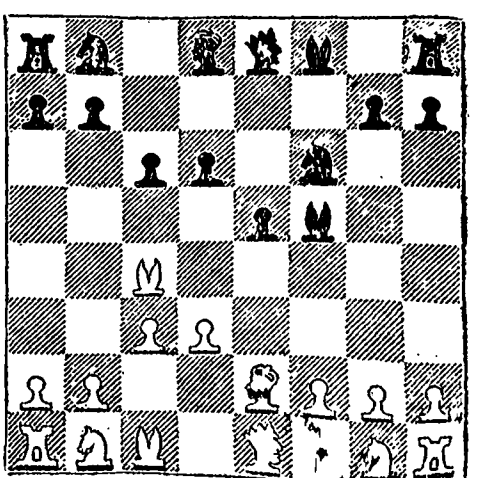
3. *W. Queen to King's 2nd.*
B. Q. Pawn 1 square.



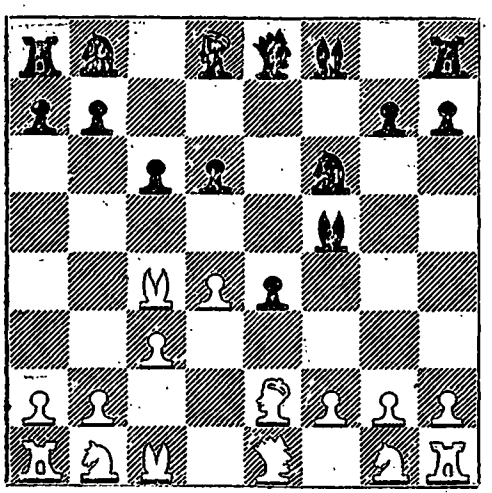
4. *W. Q. Bishop's Pawn 1 square.*
B. K. Bishop's Pawn 2 squares.



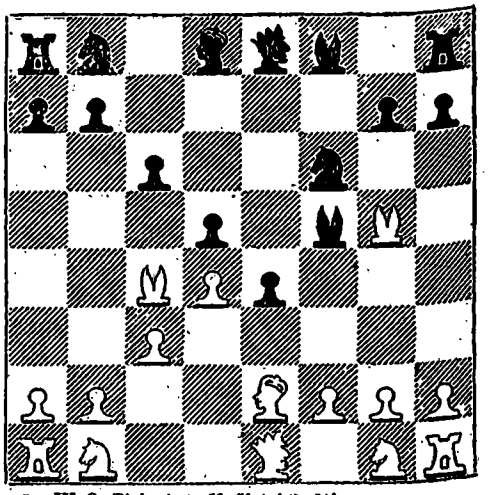
5. *W. Queen's Pawn 1 square.*
B. K. Knight to Bishop's 3rd.



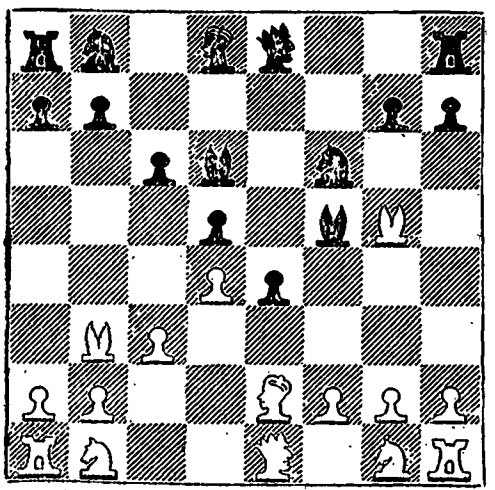
6. *W. K. Pawn takes Pawn.*
B. Q. Bishop takes Pawn.



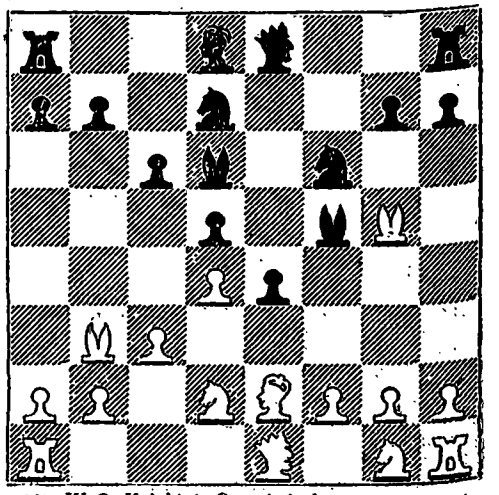
7. *W. Q. Pawn 1 square.*
B. King's Pawn 1 square.



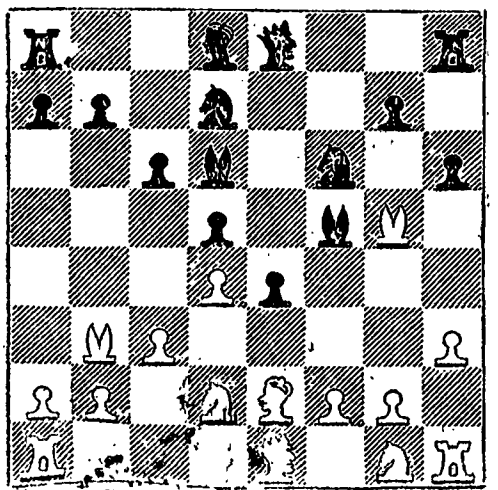
8. *W. Q. Bishop's to K. Knight's 5th.*
B. Queen's Pawn 1 square.



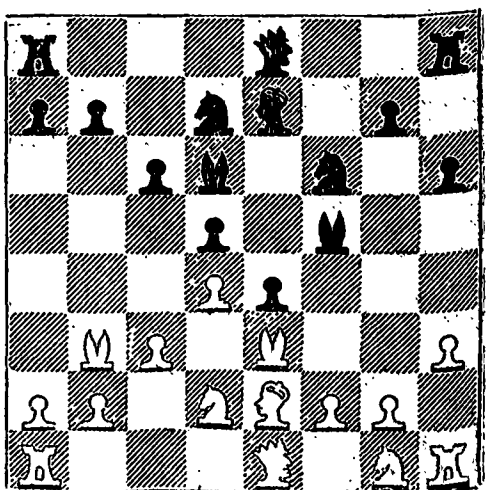
9. *W. K. Bishop to Q. Knight's 3rd.*
B. Bishop to Queen's 3rd.



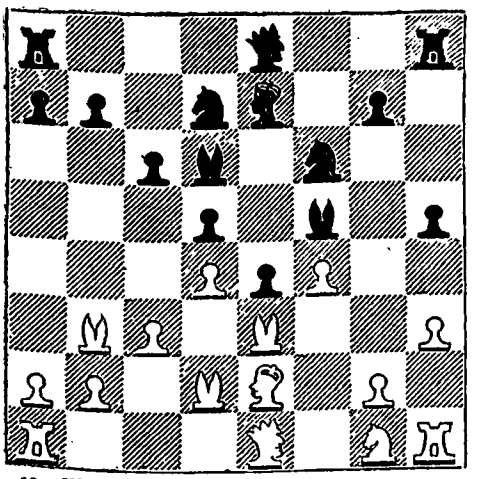
10. *W. Q. Knight to Queen's 2nd.*
B. Q. Knight to Queen's 2nd.



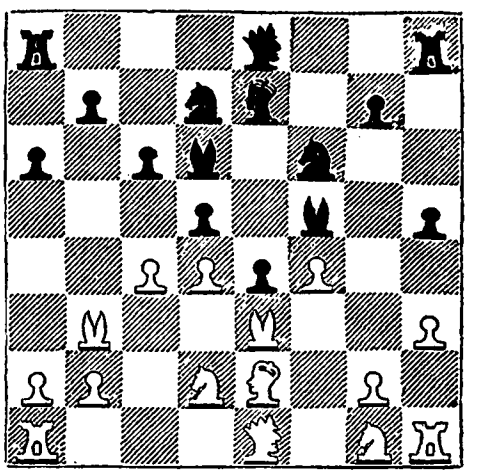
11. *W. K. Castle's Pawn 1 square.*
B. K. Castle's Pawn 1 square.



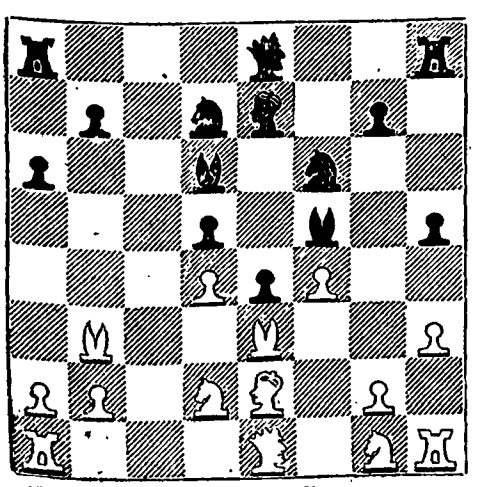
12. *W. Queen's Bishop to King's 3rd.*
B. Queen to King's 2nd.



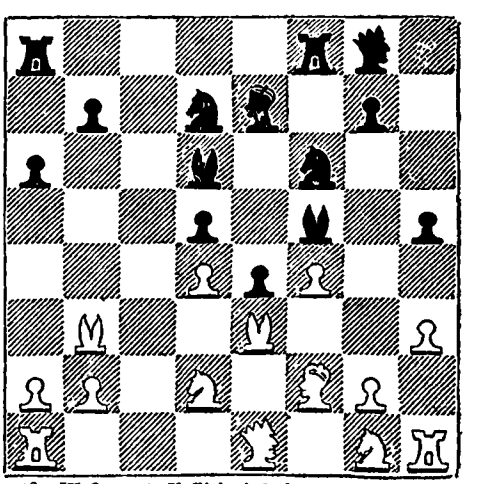
13. *W. K. Bishop's Pawn 2 squares.*
B. K. Castle's Pawn 1 square.



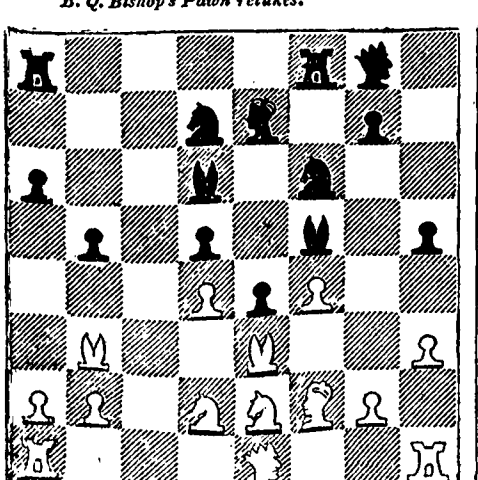
14. *W. Q. Bishop's Pawn 1 square.*
B. Q. Castle's Pawn 1 square.



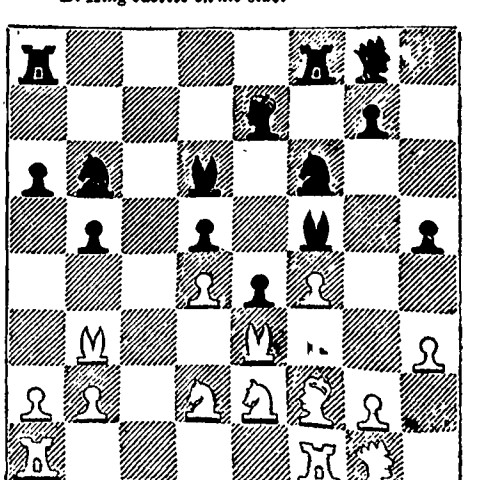
15. *W. Q. Bishop's Pawn takes Pawn.*
B. Q. Bishop's Pawn retakes.



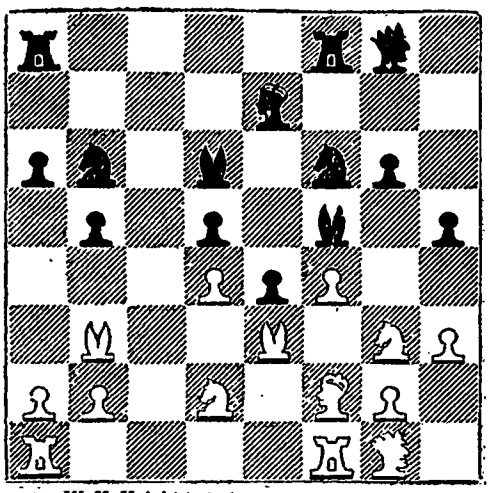
16. *W. Queen to K. Bishop's 2nd.*
B. King castles on his side.



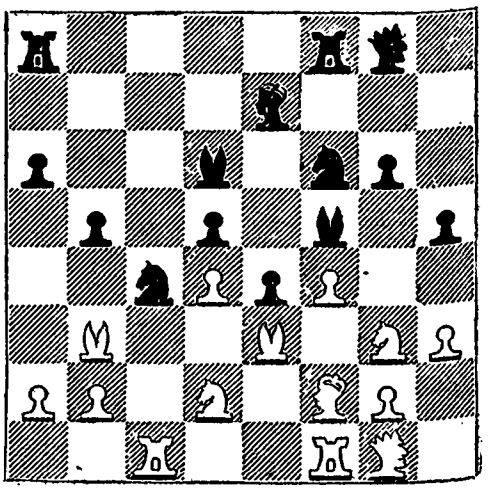
17. *W. K. Knight at King's 2nd.*
B. Q. Knight's Pawn 2 squares.



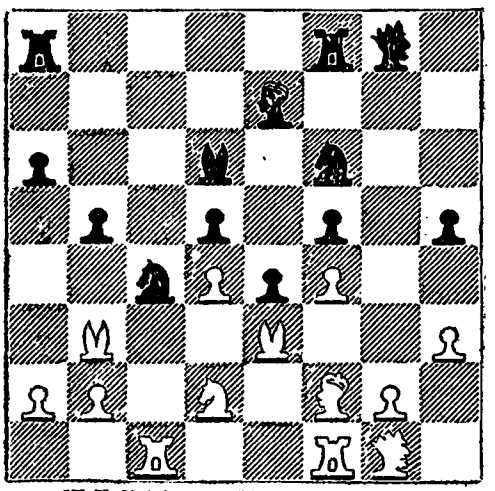
18. *W. King castles on his own side.*
B. Q. Knight to 3rd square.



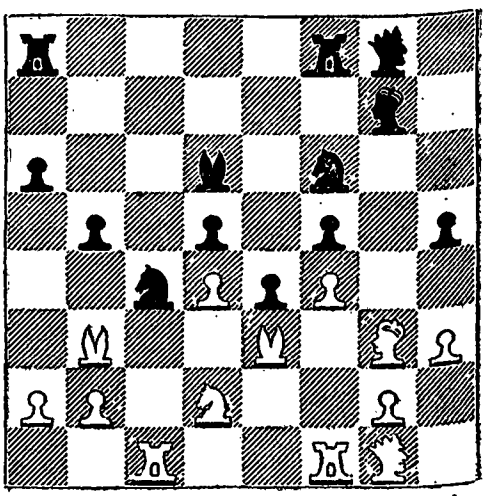
19. *W. K. Knight to 3rd square.*
B. K. Knight's Pawn 1 square.



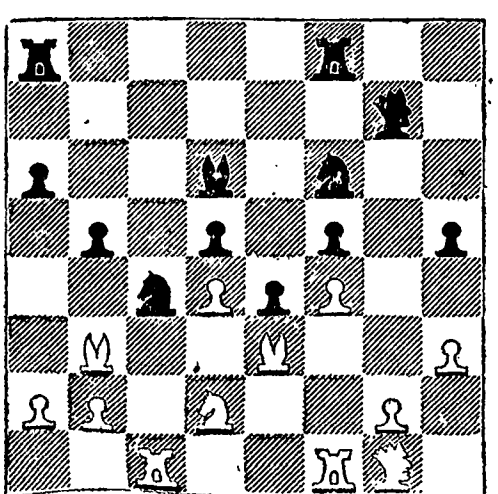
20. *W. Queen's Castle to Bishop's square.*
B. Q. Knight to Bishop's 5th.



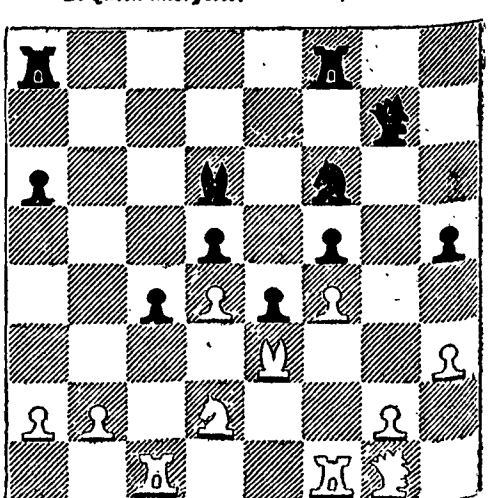
21. *W. K. Knight takes Bishop.*
B. Pawn takes Knight.



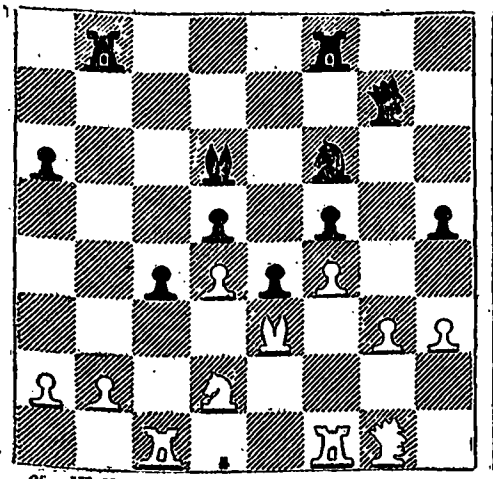
22. *W. Queen gives check.*
B. Queen interposes.



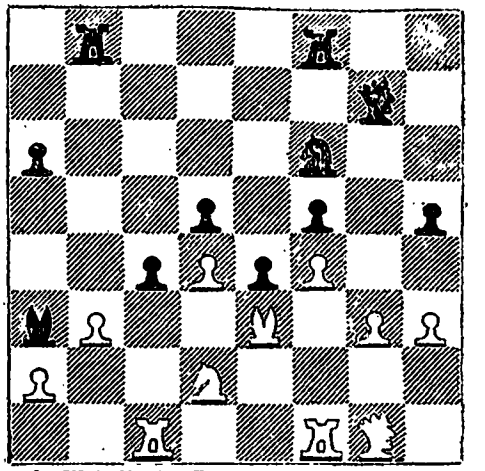
23. *W. Queen takes Queen.*
B. King takes Queen.



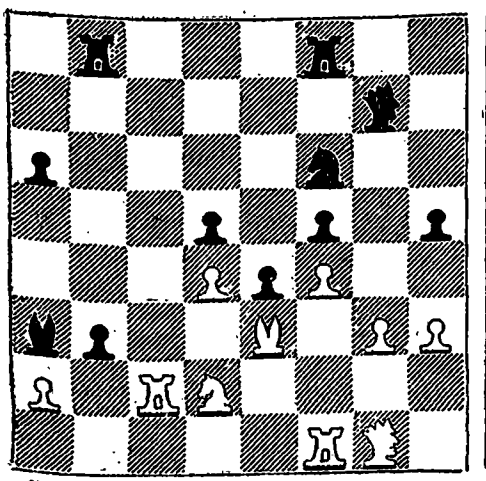
24. *W. K. Bishop takes Knight.*
B. Q. Knight's Pawn takes Bishop.



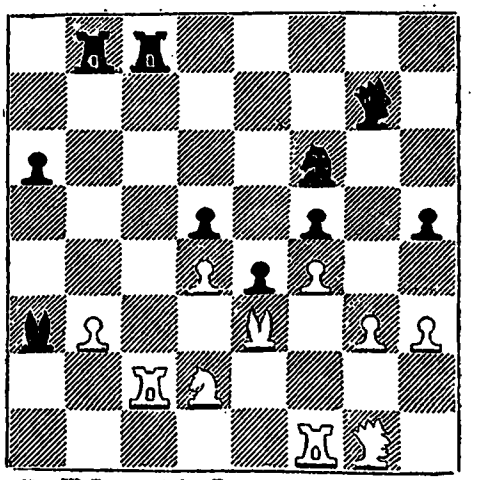
25. *W. K. Knight's Pawn 1 square.*
B. Q. Castle to Knight's square.



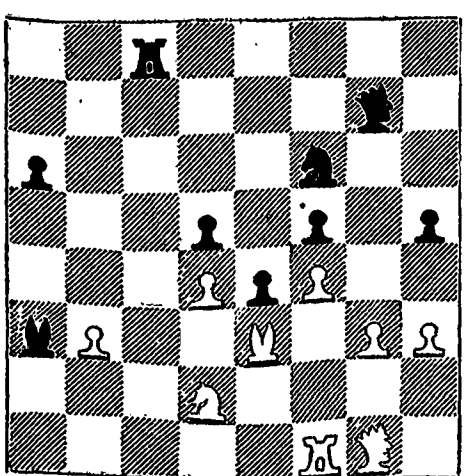
26. *W. Q. Knight's Pawn 1 square.*
B. Bishop to Q. Castle's 6th.



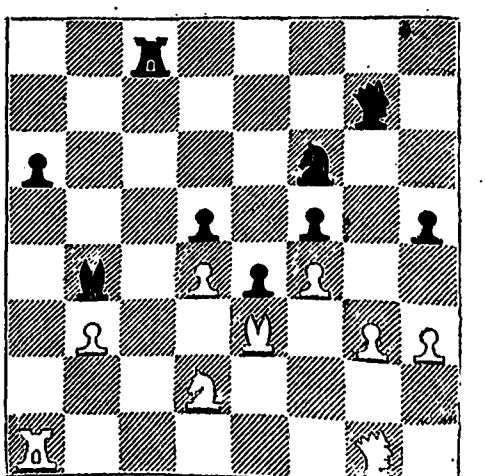
27. *W. Q. Castle to Bishop's 2nd.*
B. Pawn takes Pawn.



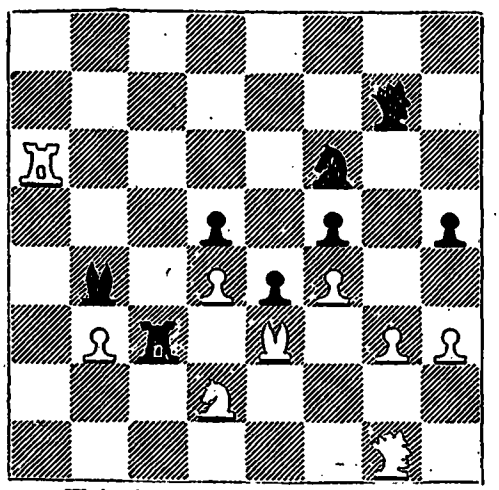
28. *W. Pawn retakes Pawn.*
B. K. Castle to Q. Bishop's square.



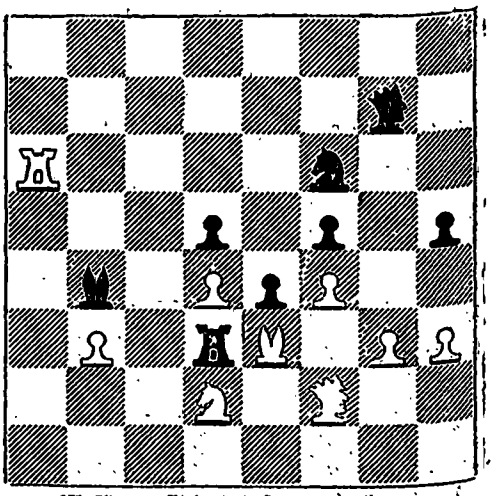
29. *W. Q. Castle takes Castle.*
B. Castle takes Castle.



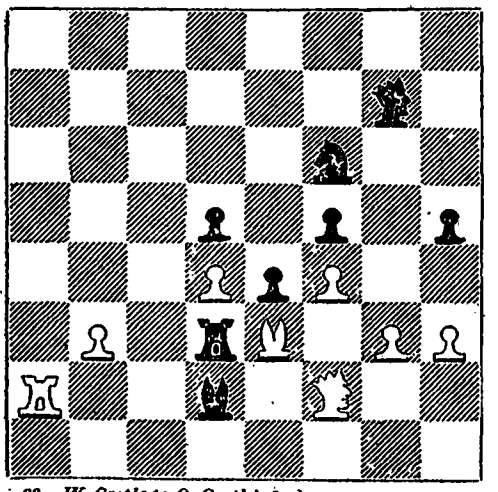
30. *W. Castle to Q. Castle's square.*
B. Bishop to Q. Knight's 5th.



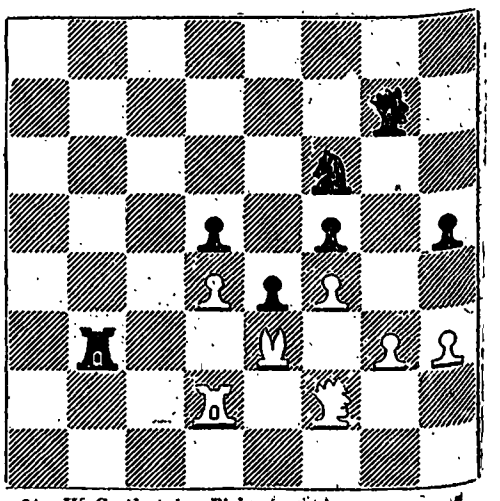
31. *W. Castle takes Pawn.*
B. Castle to Q. Bishop's 6th.



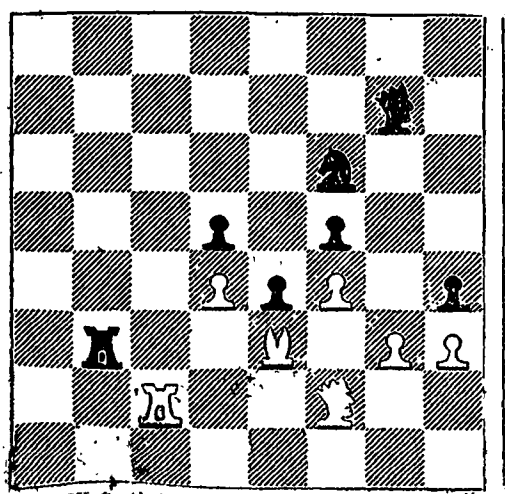
32. *W. King to Bishop's 2nd.*
B. Castle to Queen's 6th square.



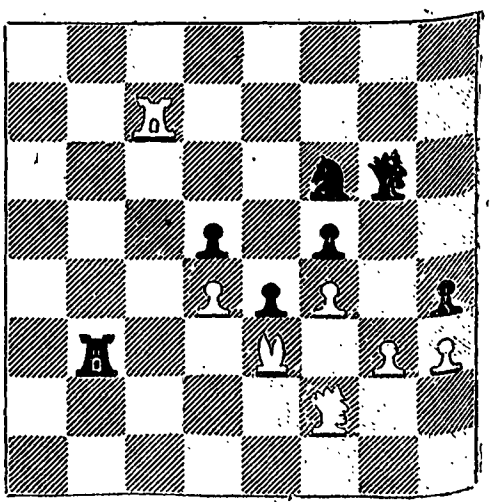
33. *W. Castle to Q. Castle's 2nd.*
B. Bishop takes Knight.



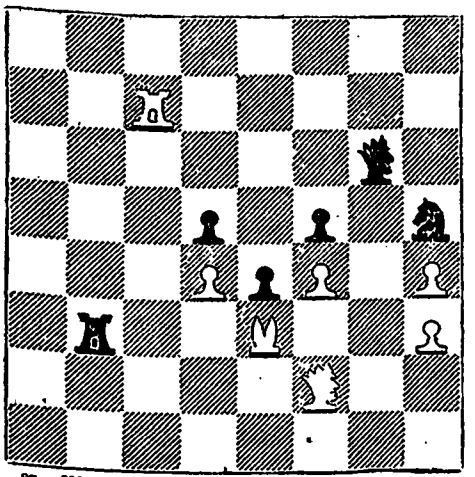
34. *W. Castle takes Bishop.*
B. Castle takes Q. Knight's Pawn.



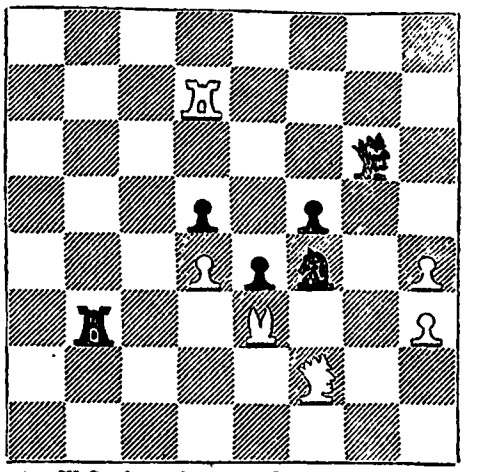
35. *W. Castle to Q. Bishop's 2nd.*
B. K. Castle's Pawn 1 square.



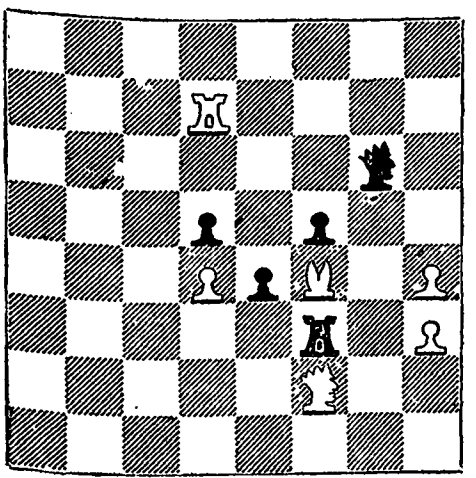
36. *W. Castle gives check.*
B. King to Knight's 3rd.



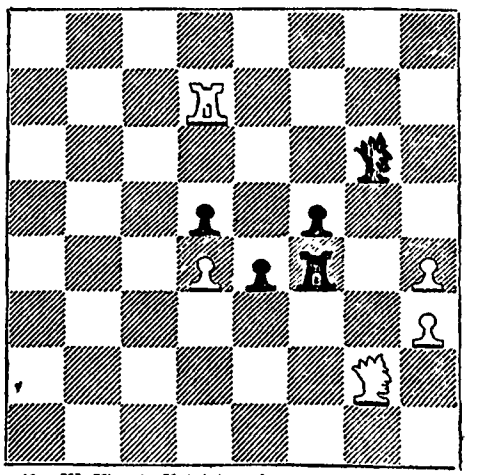
37. *W. Pawn takes Pawn.*
B. Knight to Castle's 4th.



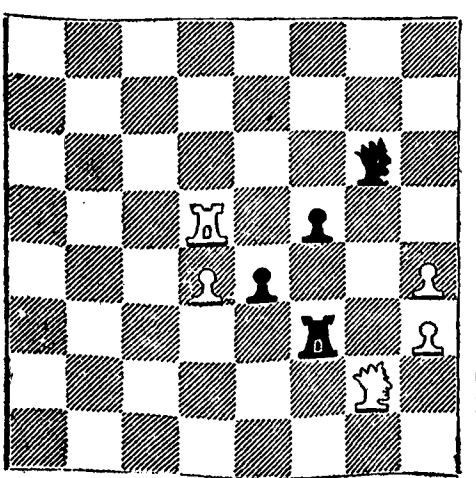
38. *W. Castle to adversary's Queen's 2nd.*
B. Knight takes Pawn.



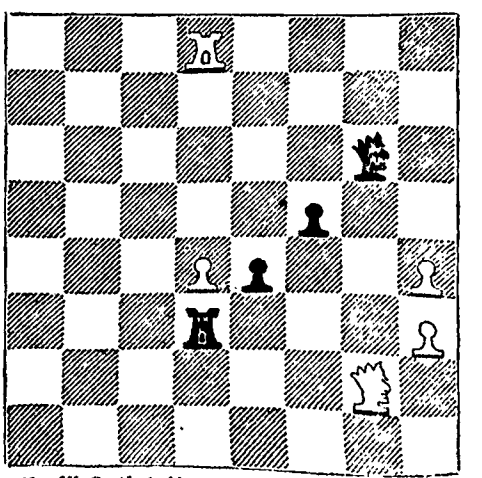
39. *W. Bishop takes Knight.*
B. Castle to K. Bishop's 6th, checking.



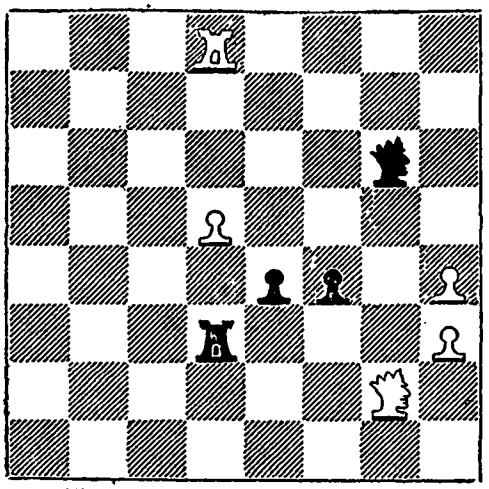
40. *W. King to Knight's 2nd.*
B. Castle takes Bishop.



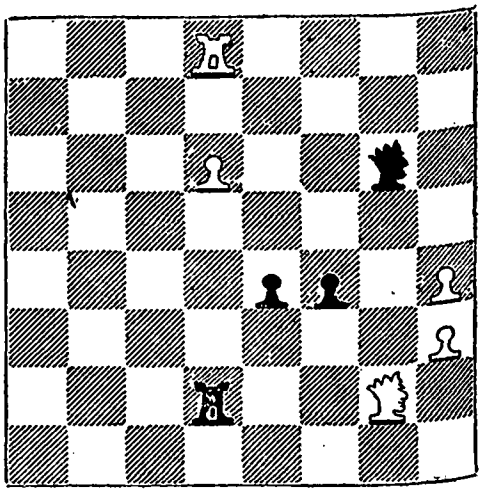
41. *W. Castle takes Pawn.*
B. Castle to K. Bishop's 6th.



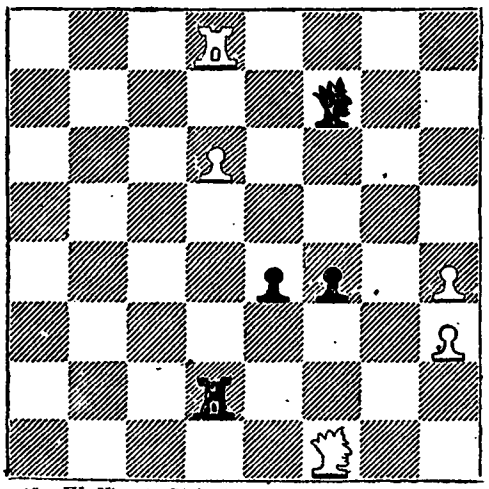
42. *W. Castle to black Queen's square.*
B. Castle to white Queen's 3rd.



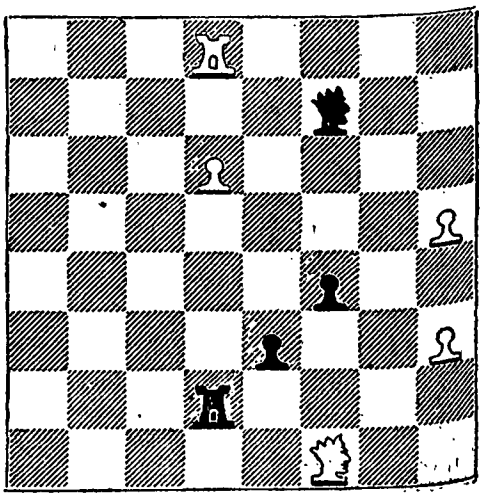
43. *W. Q. Pawn 1 square.*
B. Bishop's Pawn 1 square.



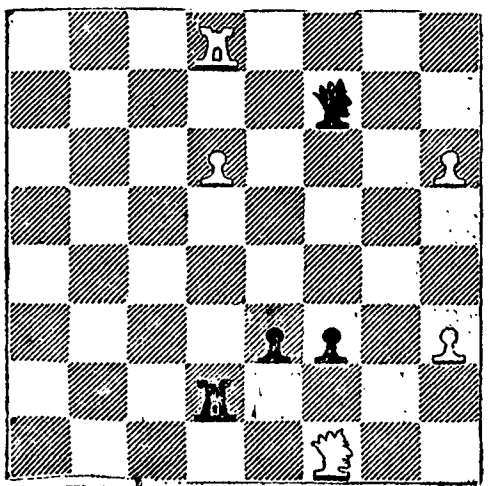
44. *W. Q. Pawn 1 square.*
B. Castle to white Queen's 2nd, checking.



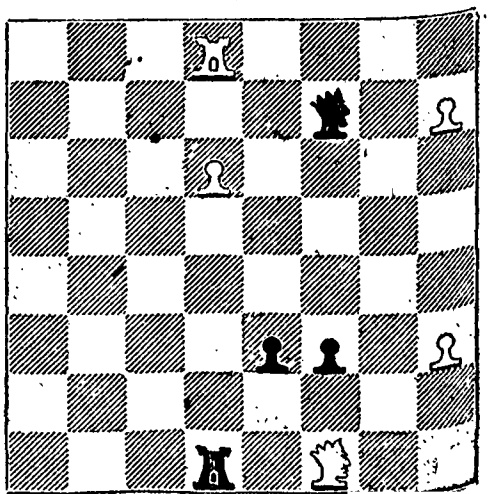
45. *W. King to Bishop's square.*
B. King to Bishop's 2nd.



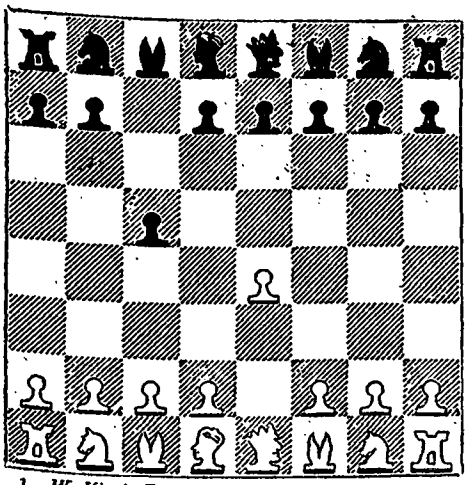
46. *W. double Pawn 1 square.*
B. King's Pawn 1 square.



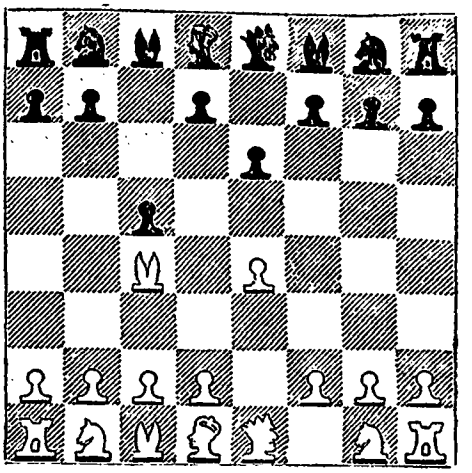
47. *W. double Pawn 1 square.*
B. K. Bishop's Pawn 1 square.



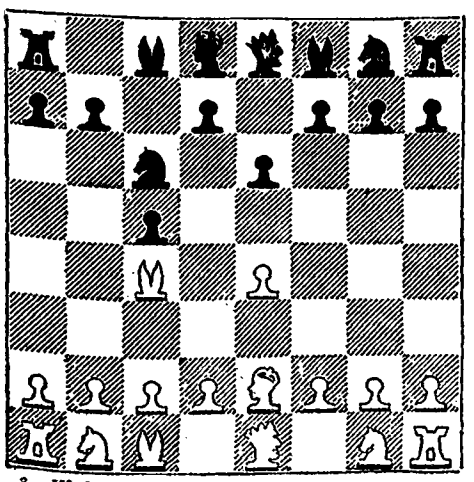
48. *W. Pawn advances.*
B. Castle gives Check-mate.



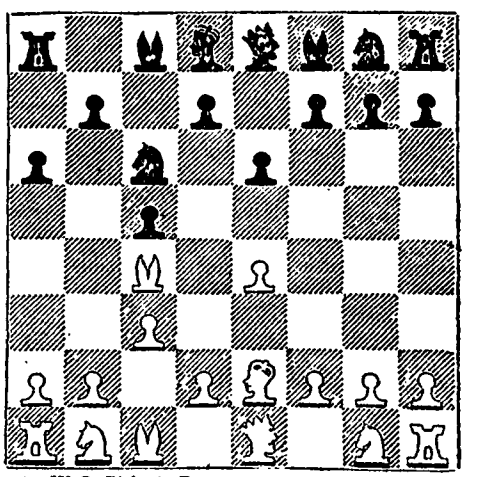
1. *W. King's Pawn 2 squares.*
B. Q. Bishop's Pawn 2 squares.



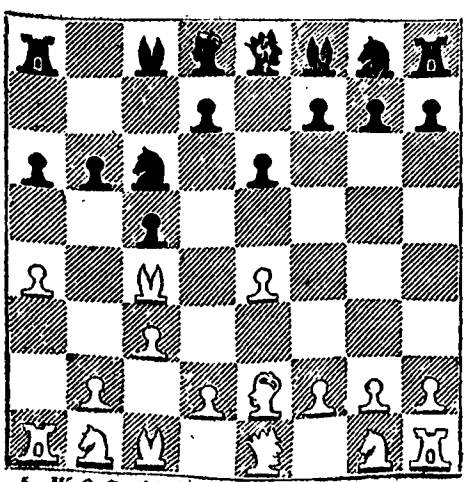
2. *W. King's Bishop to Q. Bishop's 4th.*
B. King's Pawn 1 square.



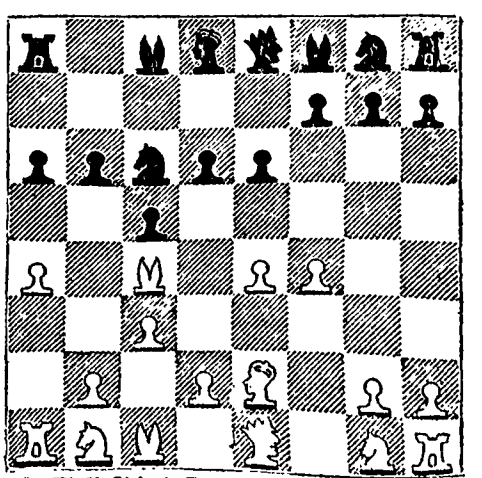
3. *W. Queen to King's 2nd.*
B. Q. Knight to Bishop's 3rd.



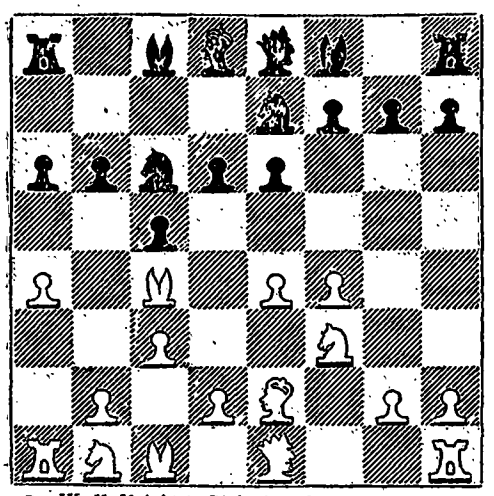
4. *W. Q. Bishop's Pawn 1 square.*
B. Q. Castle's Pawn 1 square.



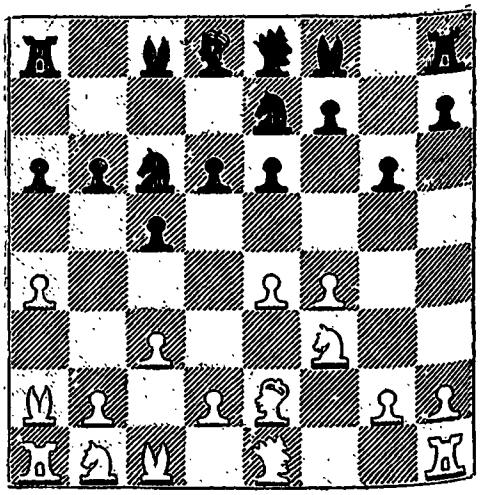
5. *W. Q. Castle's Pawn 2 squares.*
B. Q. Knight's Pawn 1 square.



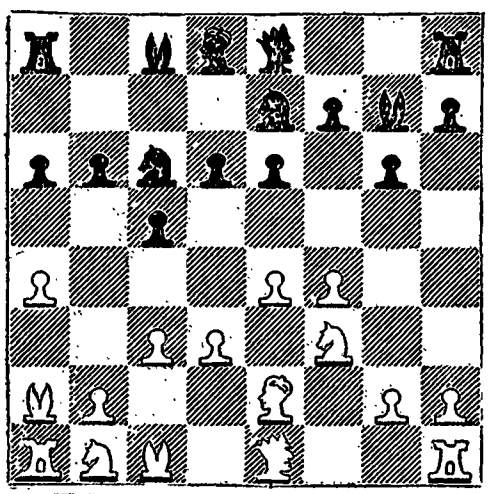
6. *W. K. Bishop's Pawn 2 squares.*
B. Queen's Pawn 1 square.



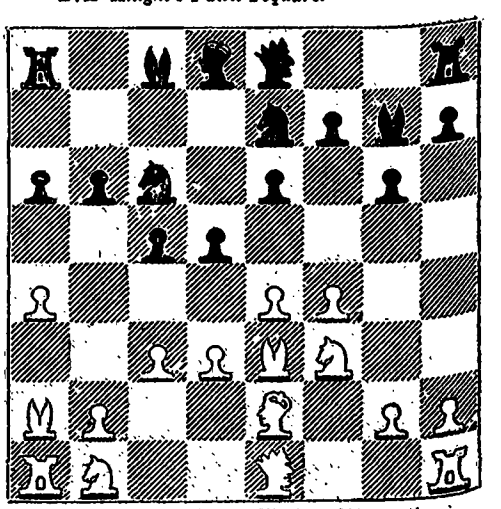
7. *W. K. Knight to Bishop's 3rd.*
B. K. Knight to King's 2nd.



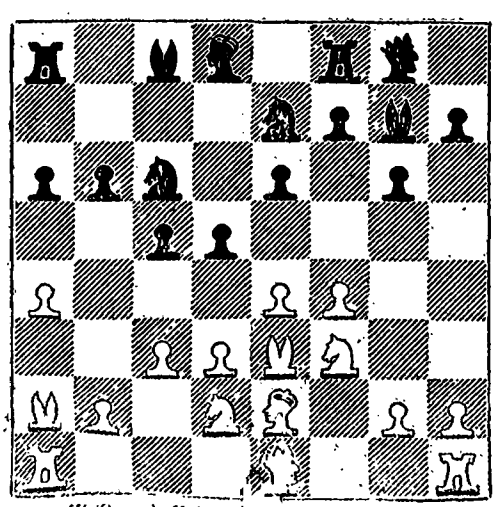
8. *W. K. Bishop to Q. Castle's 2nd.*
B. K. Knight's Pawn 1 square.



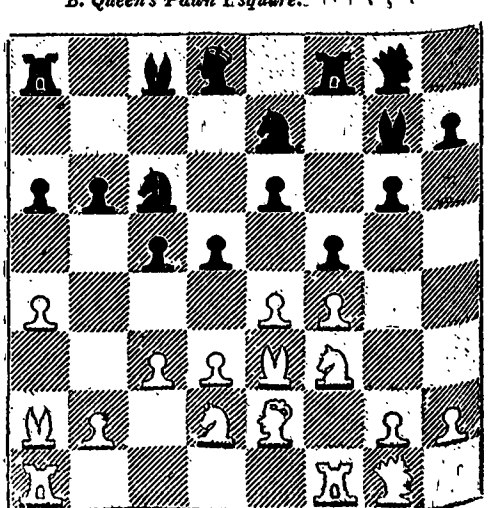
9. *W. Queen's Pawn 1 square.*
B. K. Bishop to Knight's 2nd.



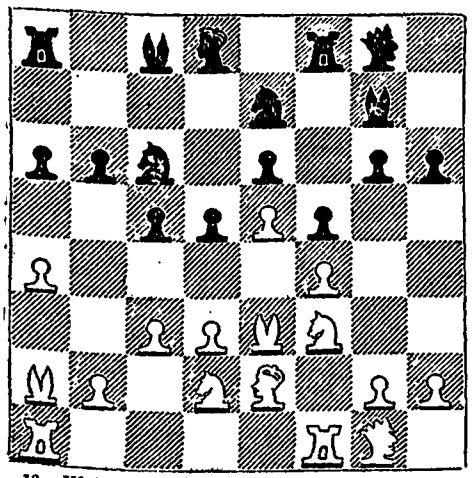
10. *W. Queen's Bishop to King's 3rd.*
B. Queen's Pawn 1 square.



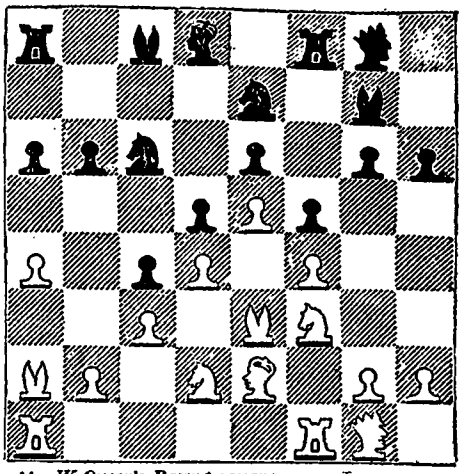
11. *W. Queen's Knight's to Queen's 2nd.*
B. King castles.



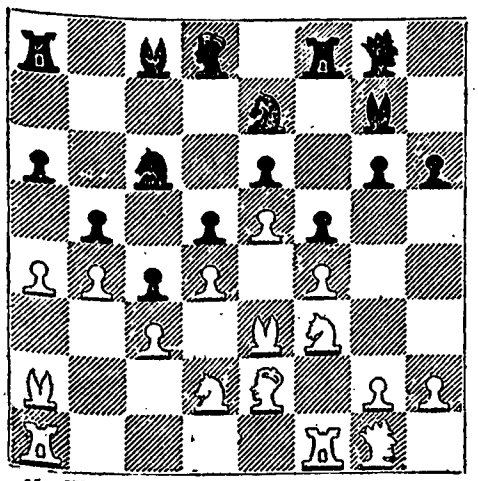
12. *W. King castles on his side.*
B. K. Bishop's Pawn 2 squares.



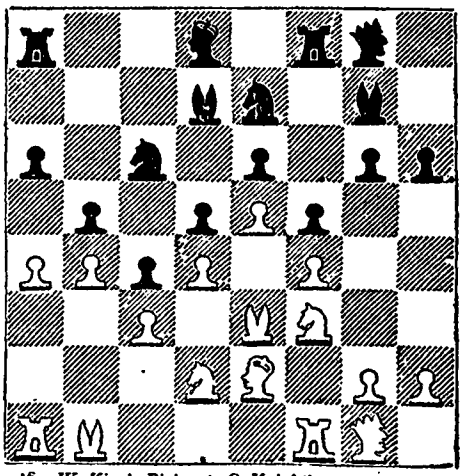
13. *W. King's Pawn* 1 *square.*
B. K. Castle's Pawn 1 *square.*



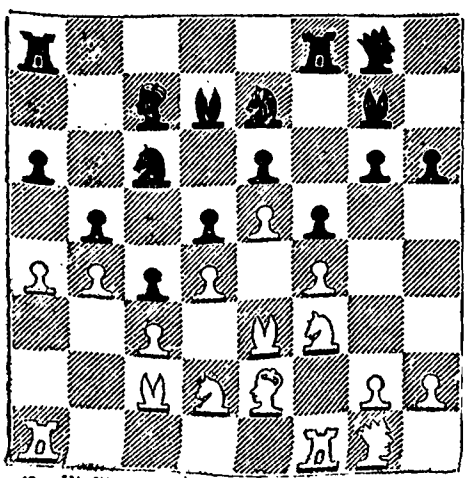
14. *W. Queen's Pawn* 1 *square.*
B. Q. Bishop's Pawn 1 *square.*



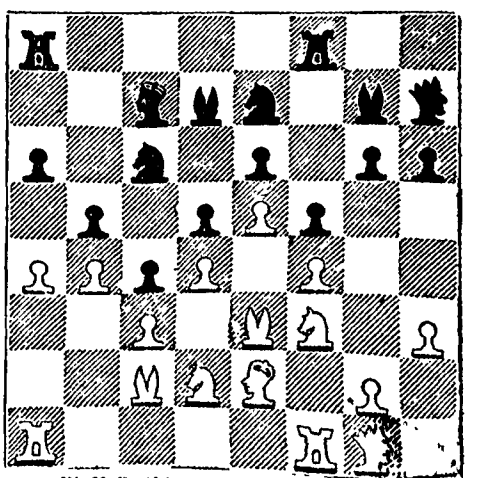
15. *W. Q. Knight's Pawn* 2 *squares.*
B. Q. Knight's Pawn 1 *square.*



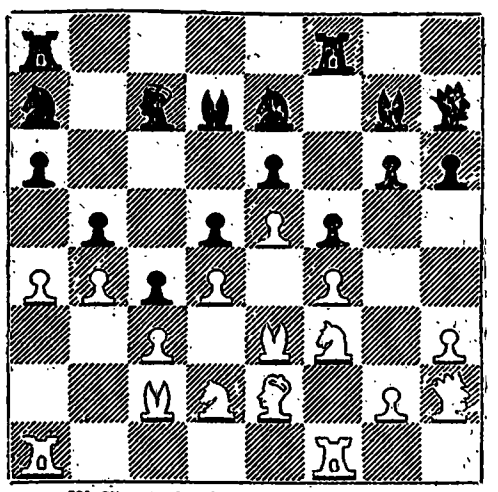
16. *W. King's Bishop to Q. Knight's square.*
B. Queen's Bishop to Queen's 2nd.



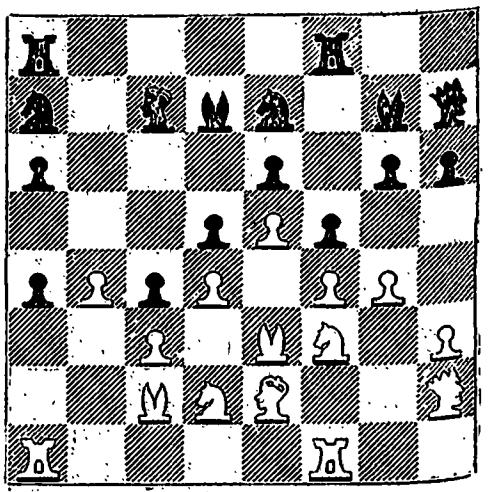
17. *W. King's Bishop to Q. Bishop's 2nd.*
B. Queen to her Bishop's 2nd.



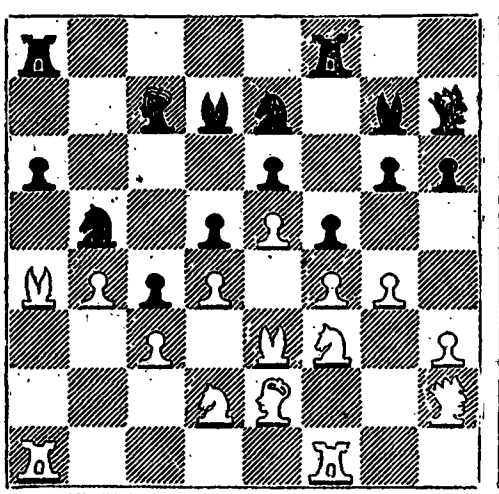
18. *W. K. Castle's Pawn* 1 *square.*
B. King to Castle's 2nd.



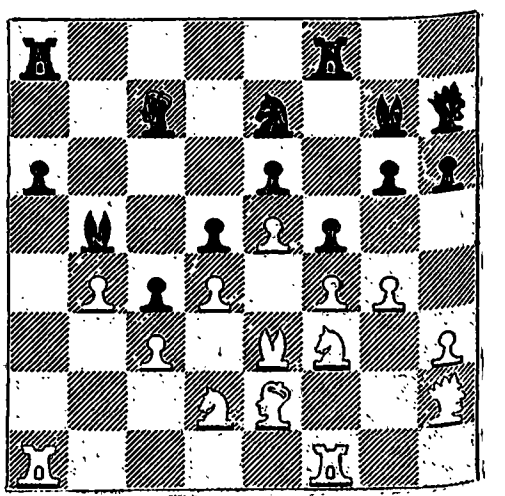
19. *W. King to Castle's 2nd.*
B. Q. Knight to Castle's 2nd.



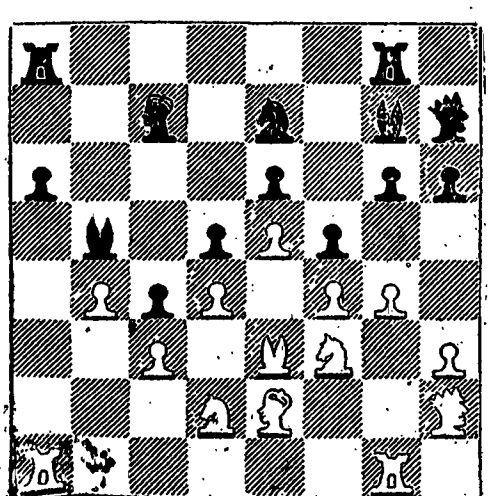
20. *W. K. Knight's Pawn 2 squares.*
B. Q. Knight's Pawn takes Pawn.



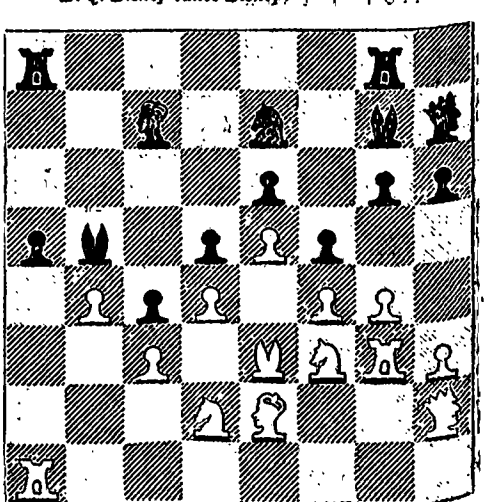
21. *W. Bishop takes Pawn.*
B. Q. Knight to his 4th square.



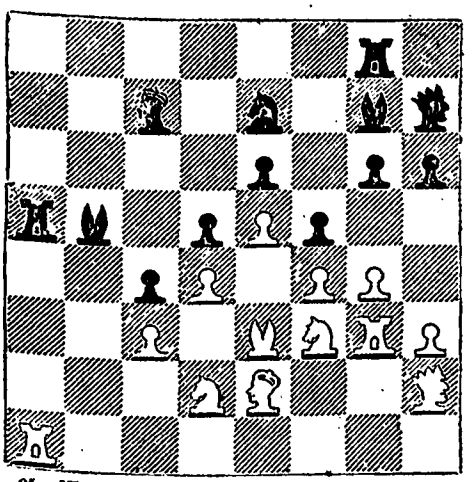
22. *W. K. Bishop takes Knight.*
B. Q. Bishop takes Bishop.



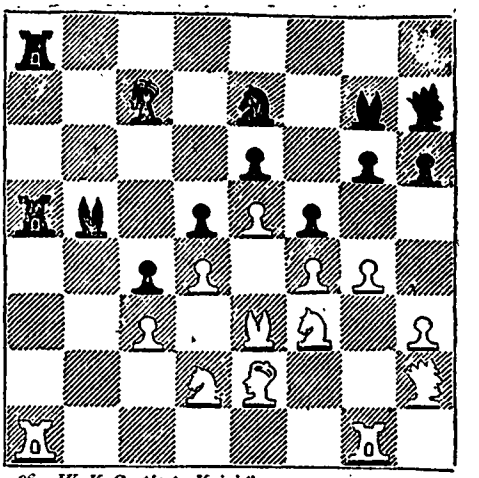
23. *W. K. Castle to Knight's square.*
B. the same.



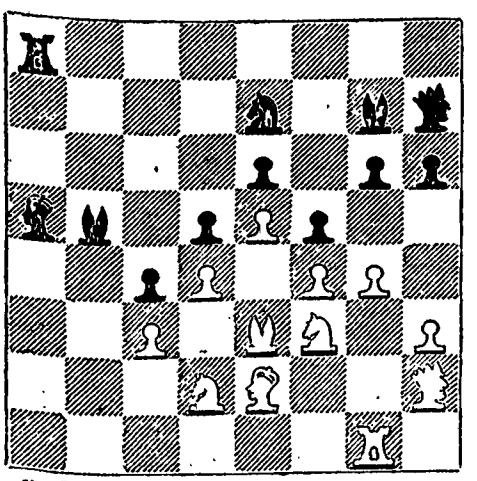
24. *W. K. Castle to Knight's 3rd.*
B. Q. Castle's Pawn 1 square.



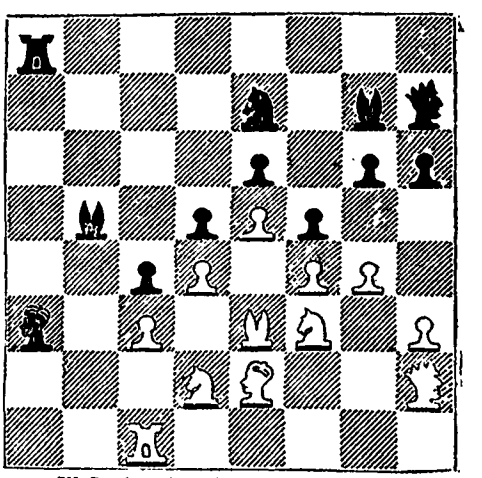
25. *W. Queen's Knight's Pawn takes Pawn.*
B. Q. Castle takes Pawn.



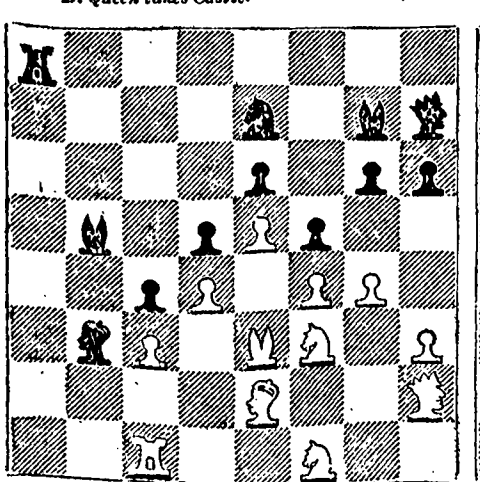
26. *W. K. Castle to Knight's square.*
B. K. Castle to Q. Castle's square.



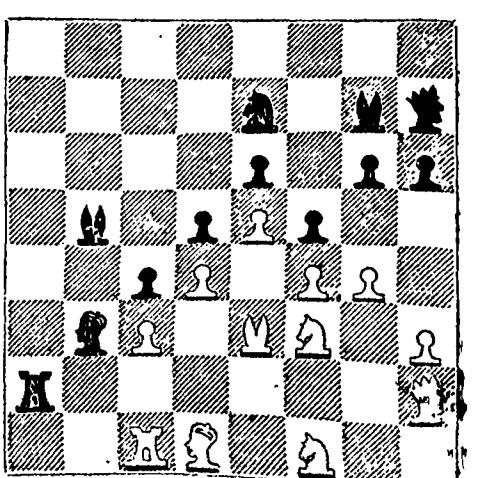
27. *W. Q. Castle takes Castle.*
B. Queen takes Castle.



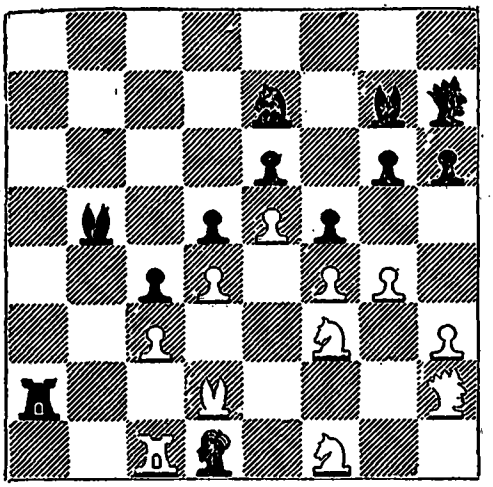
28. *W. Castle to Q. Bishop's square.*
B. Queen to Castle's 6th.



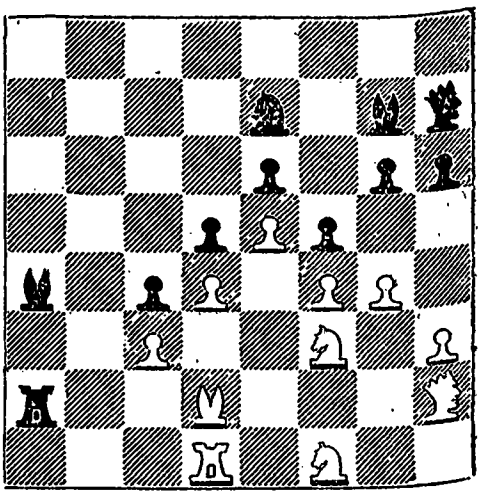
29. *W. Q. Knight to K. Bishop's square*
B. Queen to Q. Knight's 6th.



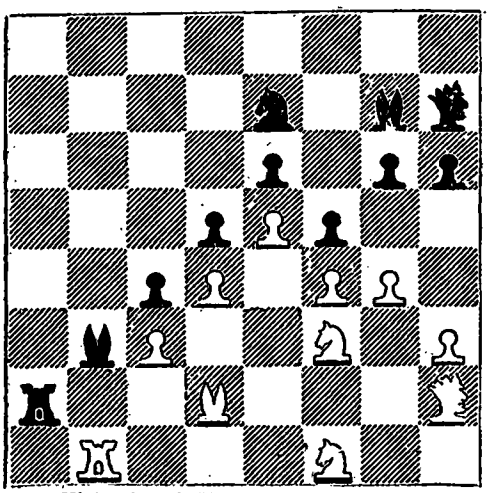
30. *W. Queen to her square.*
B. Castle gives check.



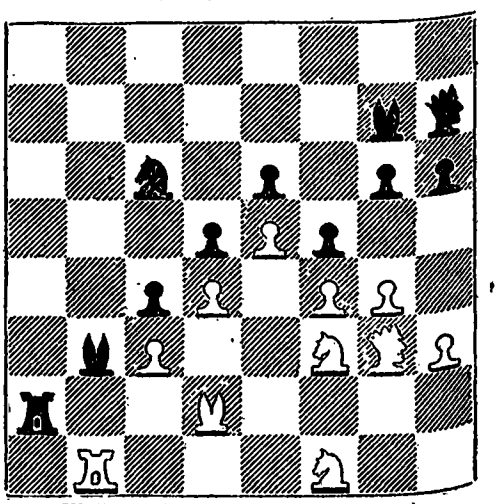
31. *W. Bishop covers check at Queen's 2nd.*
B. Queen takes Queen.



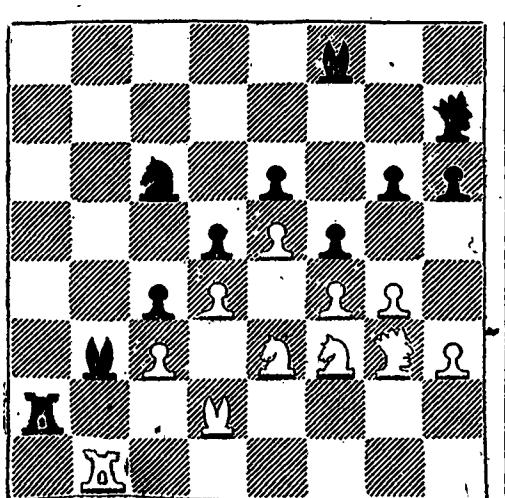
32. *W. Castle takes Queen.*
B. Q. Bishop to Q. Castle's 5th.



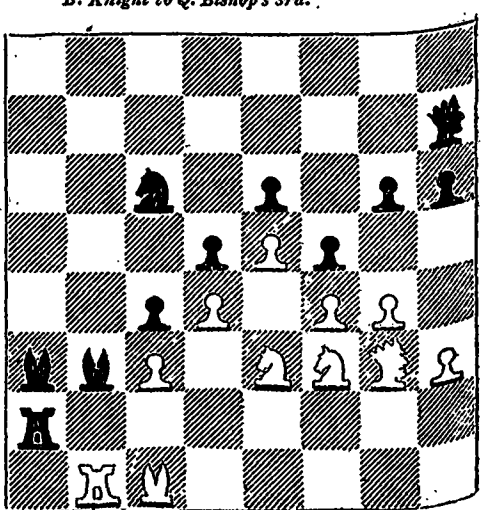
33. *W. Castle to Q. Knight's square.*
B. Q. Bishop to Q. Knight's 6th.



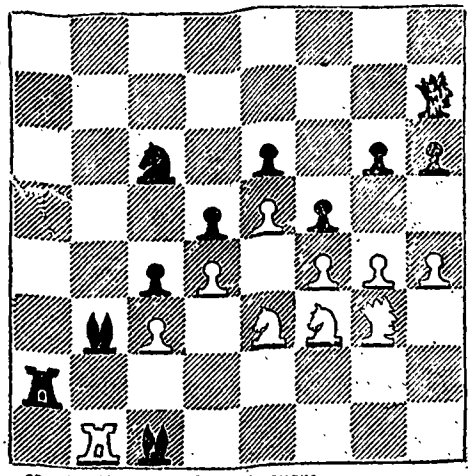
34. *W. King to Knight's 3rd.*
B. Knight to Q. Bishop's 3rd.



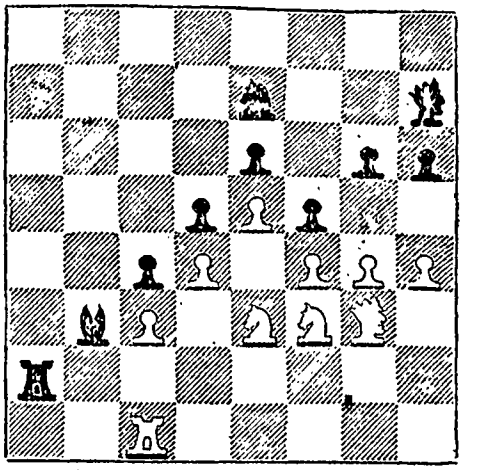
35. *W. Q. Knight to King's 3rd.*
B. K. Bishop to his square.



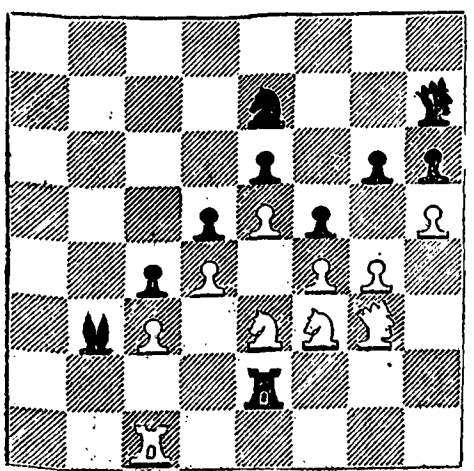
36. *W. Q. Bishop to his square.*
B. K. Bishop to Q. Castle's 6th.



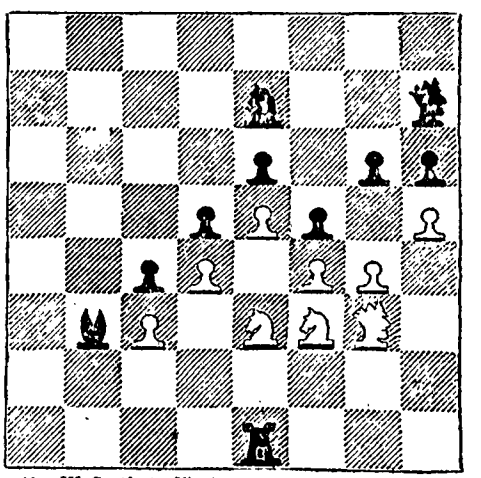
37. *W. K. Castle's Pawn 1 square.*
B. Bishop takes Bishop.



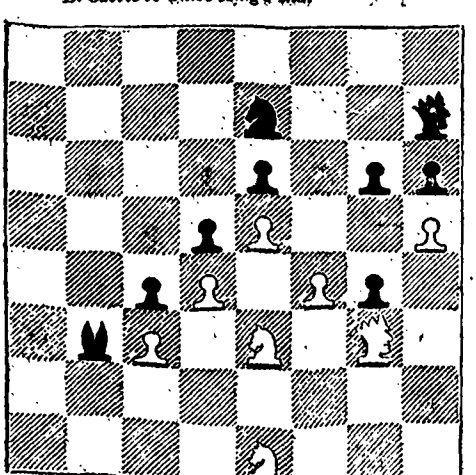
38. *W. Castle takes Bishop.*
B. Knight to King's 2nd.



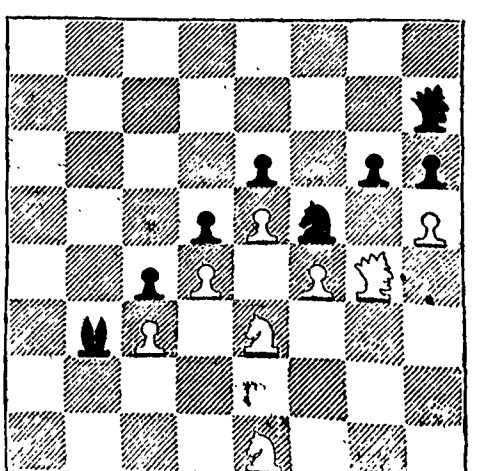
39. *W. K. Castle's Pawn 1 square.*
B. Castle to white King's 2nd,



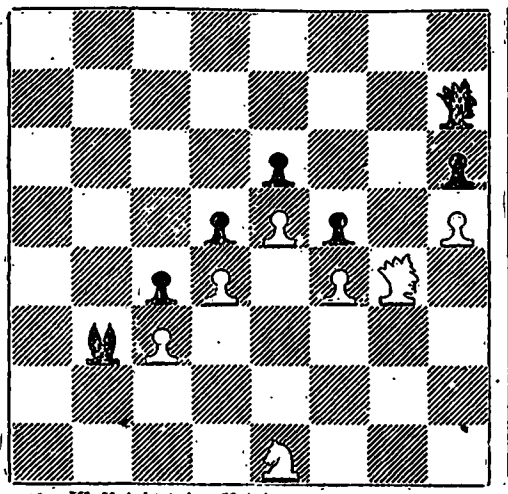
40. *W. Castle to King's square.*
B. Castle takes Castle.



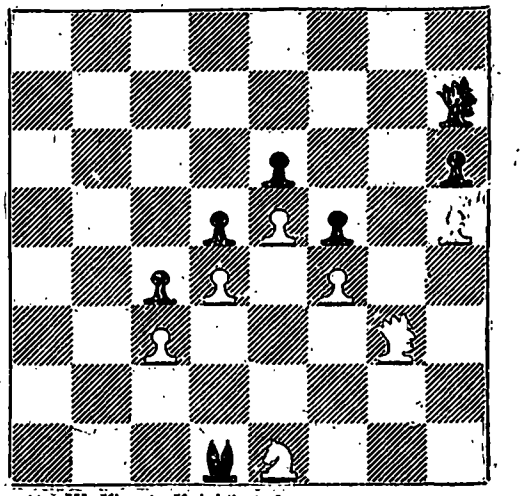
41. *W. Knight takes Castle.*
B. K. Bishop's Pawn takes Pawn.



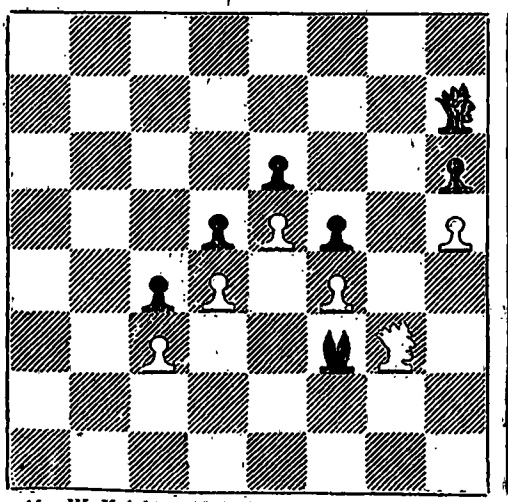
42. *W. King takes Pawn.*
B. Knight to K. Bishop's 4th.



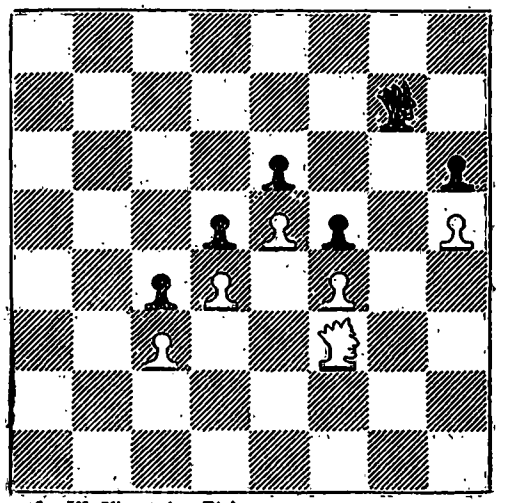
43. *W. Knight takes Knight.*
B. Knight's Pawn takes Knight and checks.



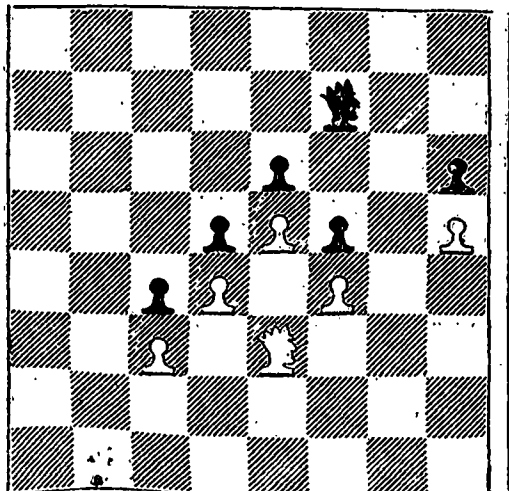
44. *W. King to Knight's 3rd.*
B. Bishop to white Queen's square.



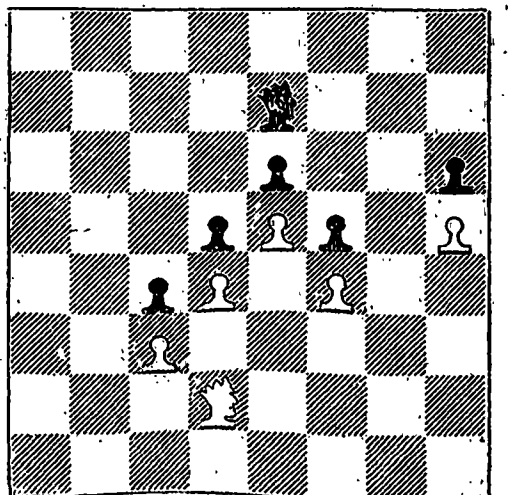
45. *W. Knight to K. Bishop's 3rd.*
B. Bishop takes Knight.



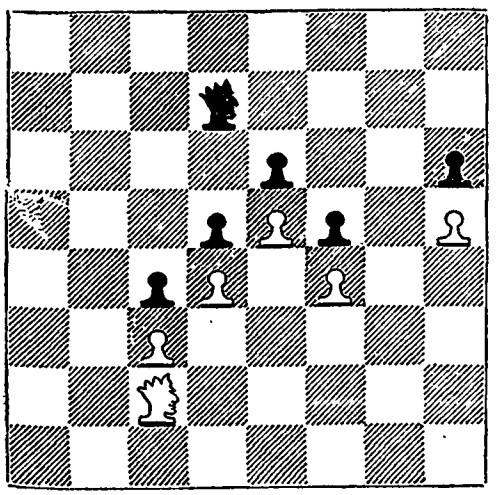
46. *W. King takes Bishop.*
B. King to Knight's 2nd.



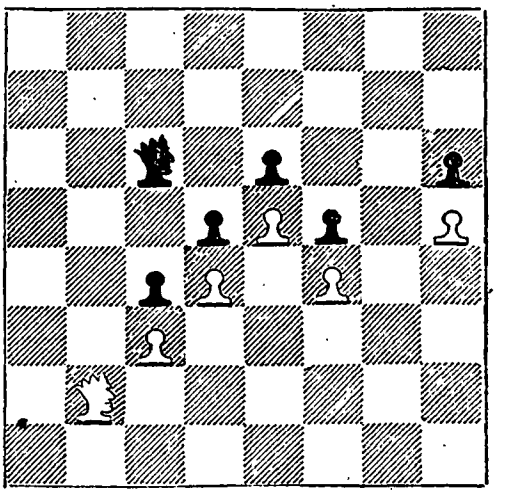
47. *W. King to his 3rd square.*
B. King to Bishop's 2nd.



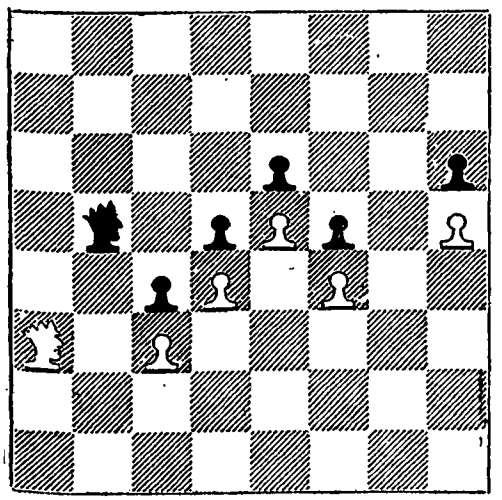
48. *W. King to Queen's 2nd.*
B. King to his 2nd square.



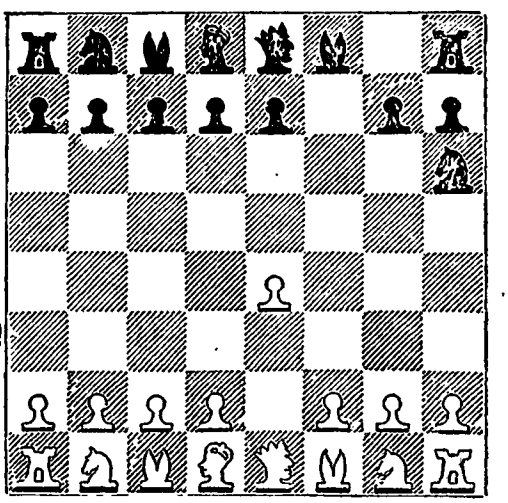
49. *W. King to Q. Bishop's 2nd.*
B. King to Queen's 2nd.



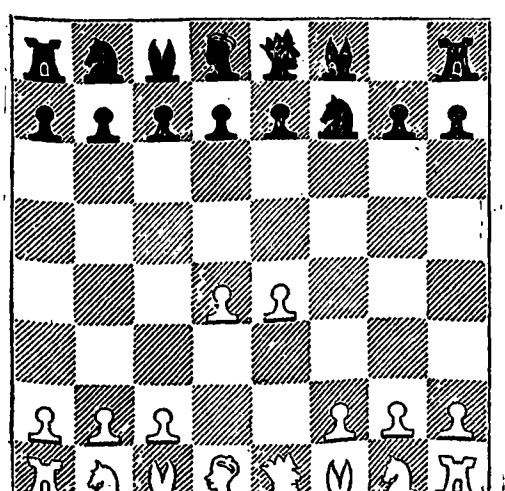
50. *W. King to Q. Knight's 2nd.*
B. King to Q. Bishop's 3rd.



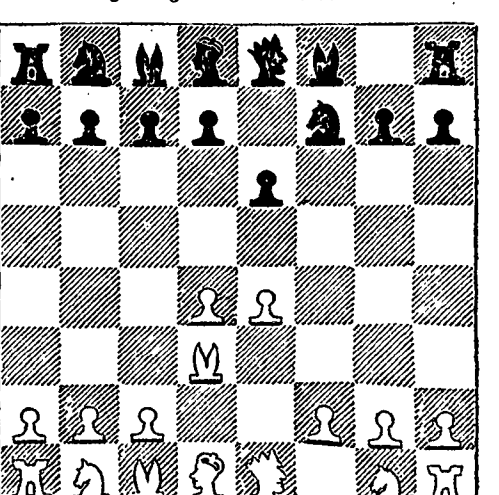
51. *W. King to Q. Castle's 3rd.*
B. King to Q. Knight's 4th. (Drawn.)



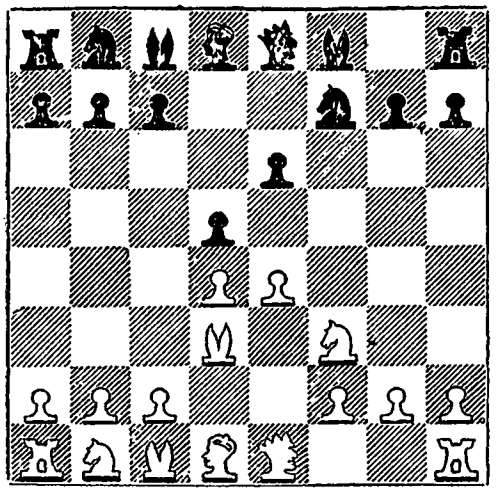
1. *W. King's Pawn 2 squares.*
B. King's Knight at Castle's 3rd.



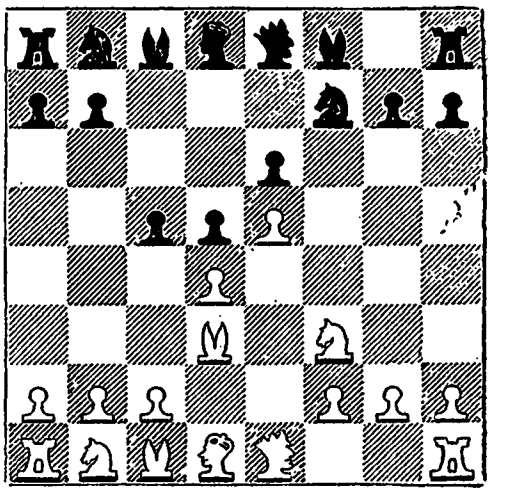
2. *W. Q. Pawn 2 squares.*
B. K. Knight to Bishop's 2nd.



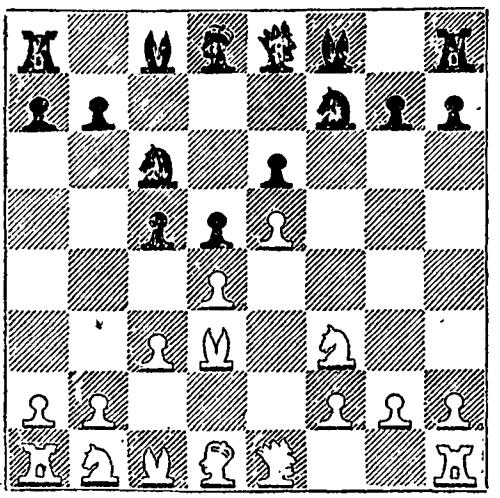
3. *W. K. Bishop to Queen's 3rd.*
B. King's Pawn 1 square.



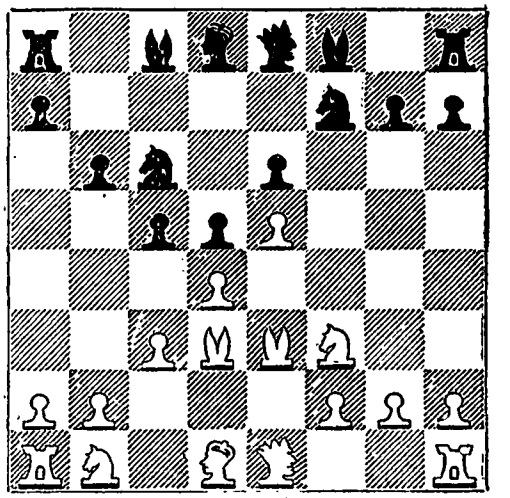
4. *W. K. Knight to Bishop's 3rd.*
B. Queen's Pawn 2 squares.



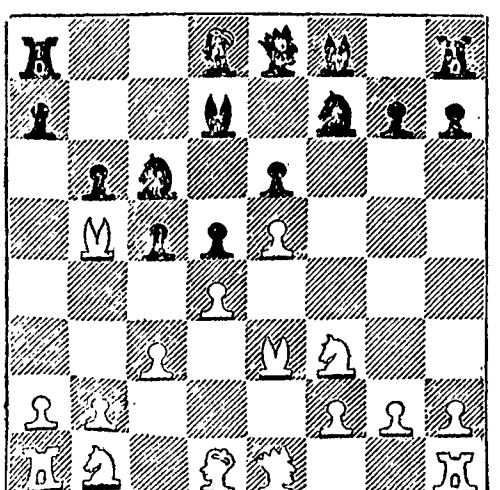
5. *W. King's Pawn 1 square.*
B. Q. Bishop's Pawn 2 squares.



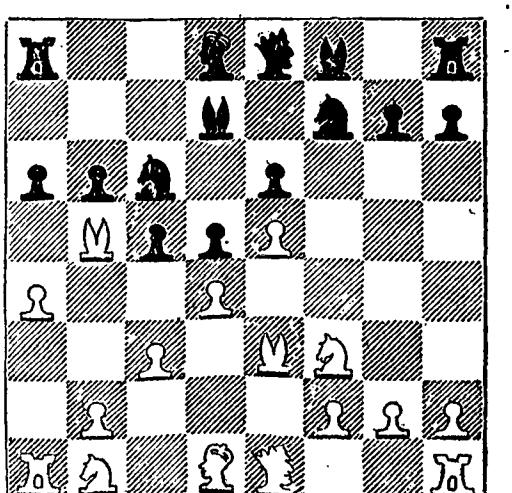
6. *W. Q. Bishop's Pawn 1 square.*
B. Q. Knight to Bishop's 3rd.



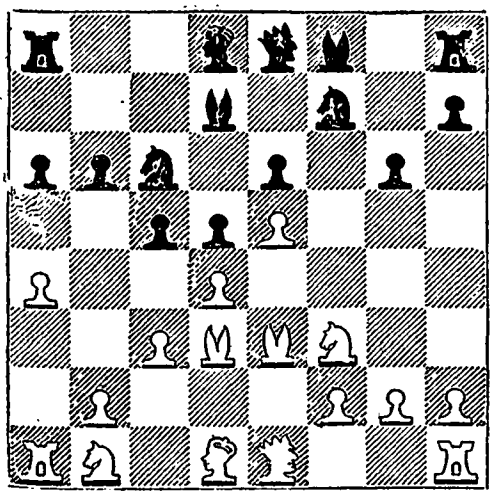
7. *W. Q. Bishop to King's 3rd.*
B. Q. Knight's Pawn 1 square.



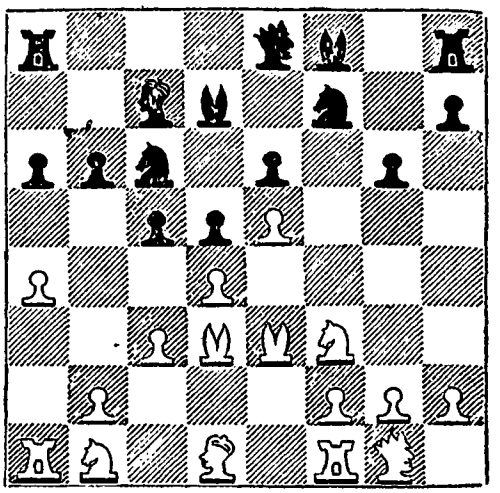
8. *W. K. Bishop to Q. Knight's 5th.*
B. Q. Bishop to Queen's 2nd.



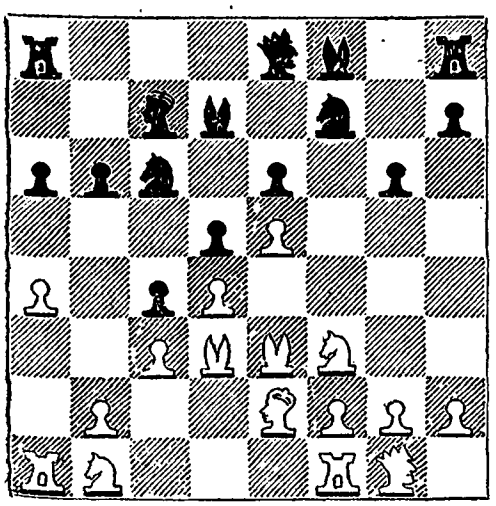
9. *W. Q. Castle's Pawn 2 squares.*
B. Q. Castle's Pawn 1 square.



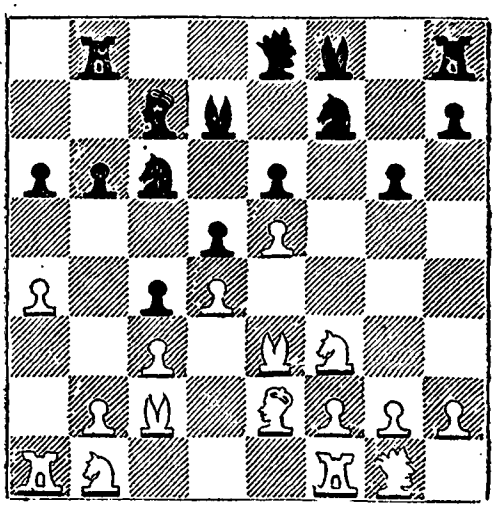
10. *W. K. Bishop to Queen's 3rd.*
B. K. Knight's Pawn 1 square.



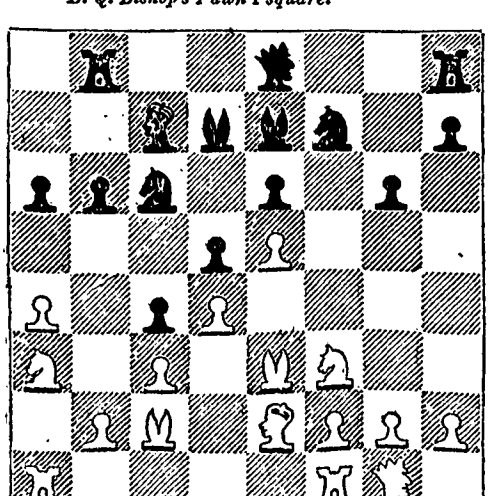
11. *W. King castles.*
B. Queen to Bishop's 2nd.



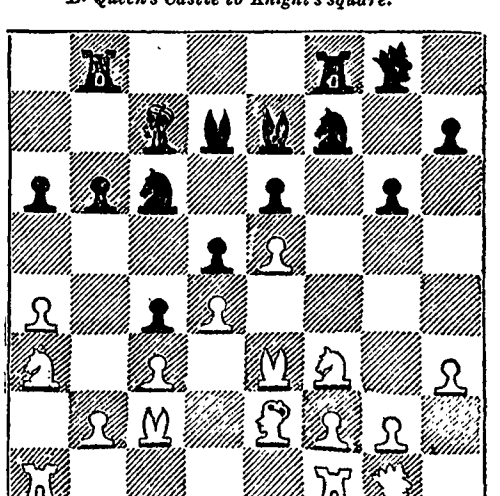
12. *W. Queen to King's 2nd.*
B. Q. Bishop's Pawn 1 square.



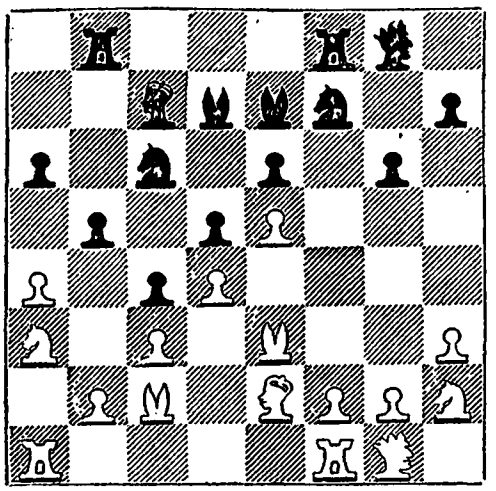
13. *W. K. Bishop to Q. Bishop's 2nd.*
B. Queen's Castle to Knight's square.



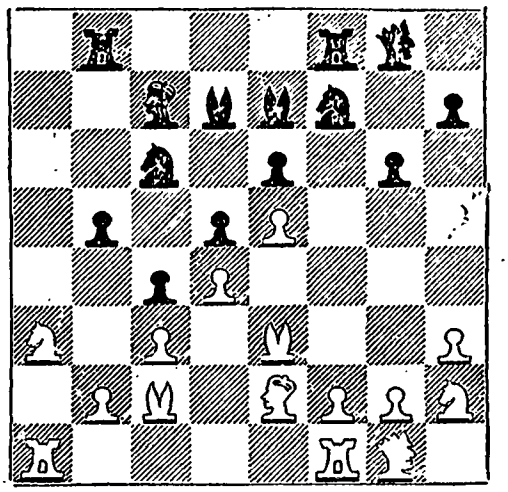
14. *W. Q. Knight to Castle's 3rd.*
B. K. Bishop to King's 2nd.



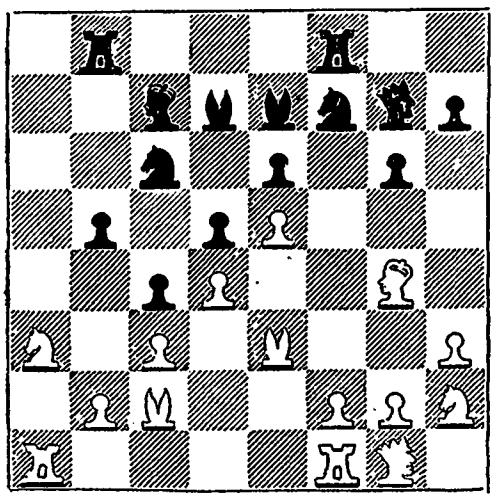
15. *W. K. Castle's Pawn 1 square.*
B. King castles on his side.



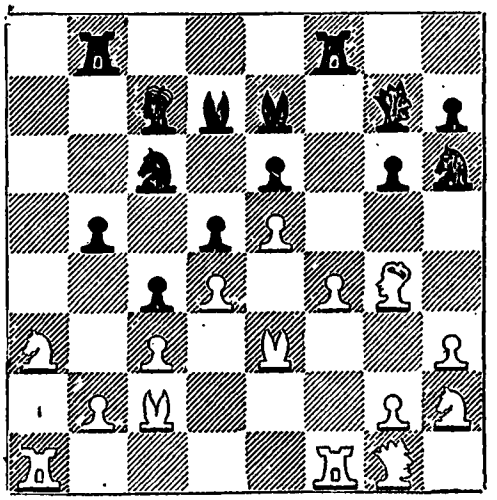
16. *W. K. Knight to Castle's 2nd.*
B. Q. Knight's Pawn 1 square.



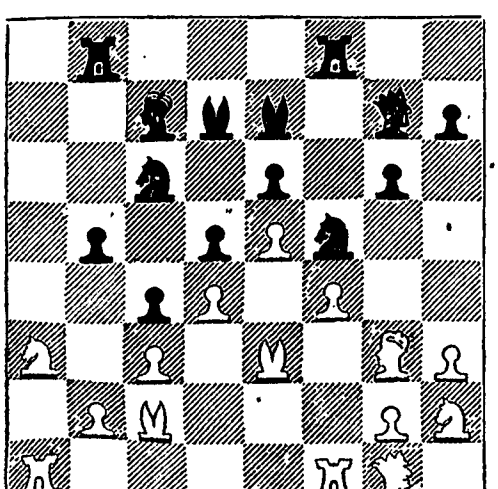
17. *W. Q. Castle's Pawn takes Pawn.*
B. Q. Castle's Pawn takes Pawn.



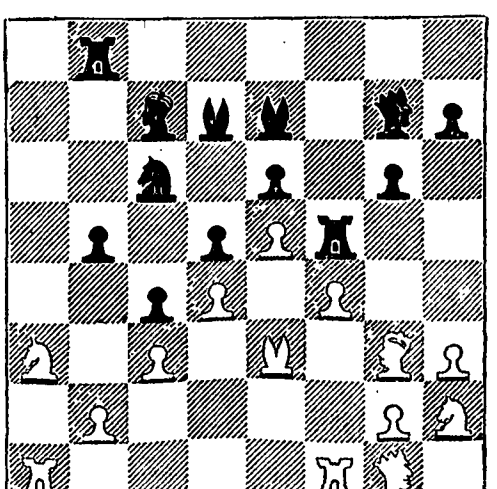
18. *W. Queen to K. Knight's 4th.*
B. King to Knight's 2nd.



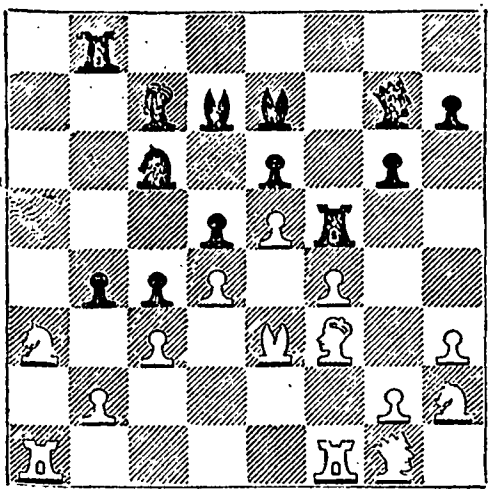
19. *W. K. Bishop's Pawn 2 squares.*
B. K. Knight to Castle's 3rd.



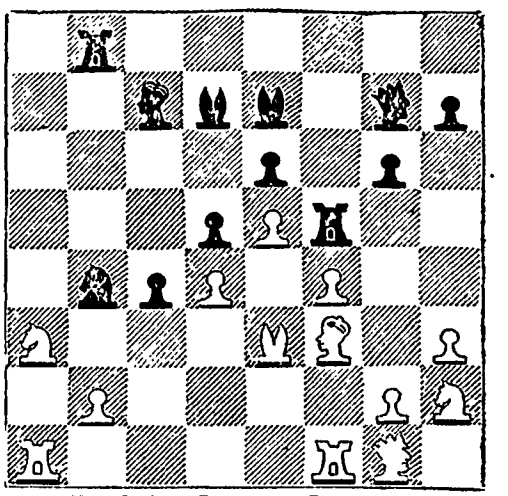
20. *W. Queen to K. Knight's 3rd.*
B. K. Knight to Bishop's 4th.



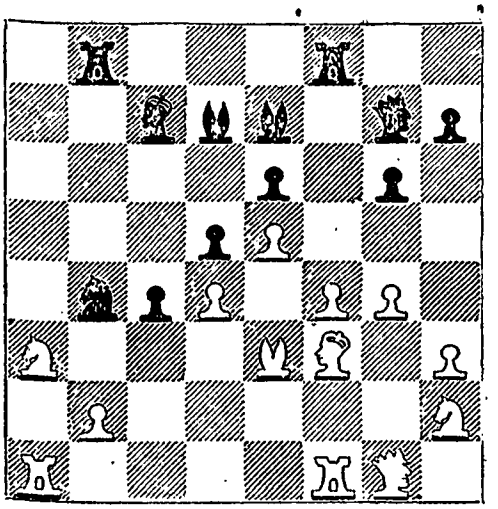
21. *W. K. Bishop takes Knight.*
B. K. Castle takes Bishop.



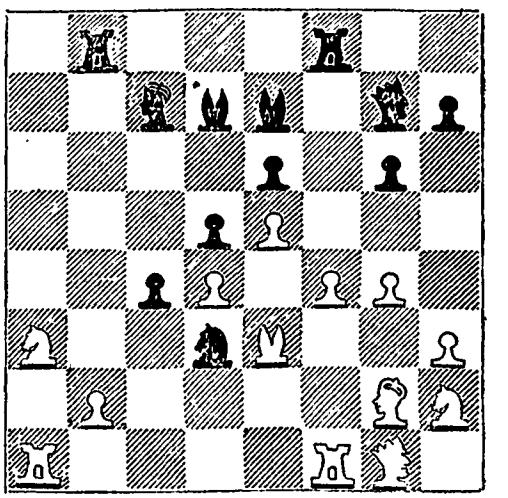
22. *W. Queen to K. Bishop's 3rd.*
B. Q. Knight's Pawn 1 square.



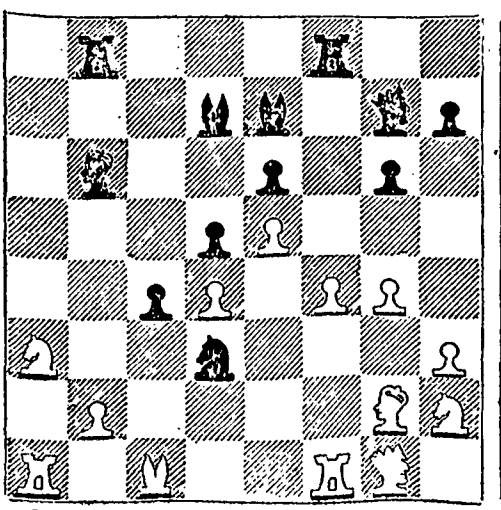
23. *W. Q. Bishop's Pawn takes Pawn.*
B. Knight takes Pawn



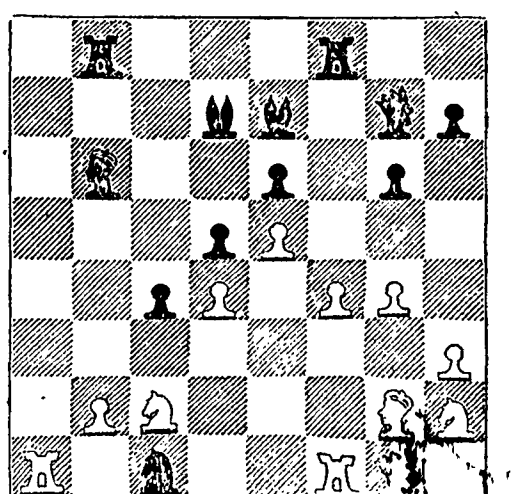
24. *W. K. Knight's Pawn 2 squares.*
B. K. Castle to Bishop's square.



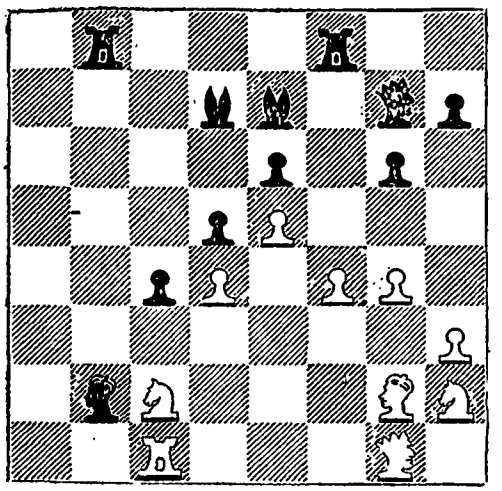
25. *W. Queen to K. Knight's 2nd.*
B. Knight to Queen's 6th.



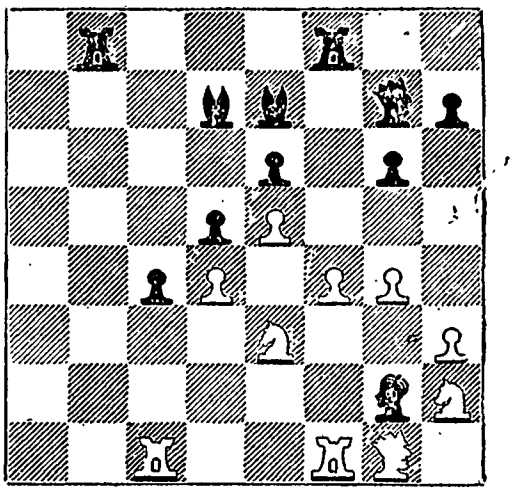
26. *W. Q. Bishop to his square.*
B. Queen to Knight's 3rd.



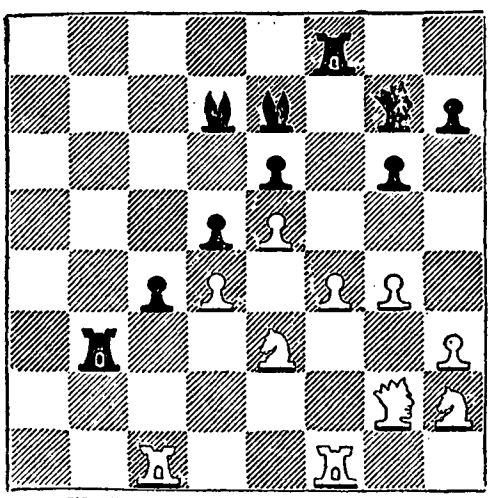
27. *W. Q. Knight to Bishop's 2nd.*
B. Knight takes Bishop.



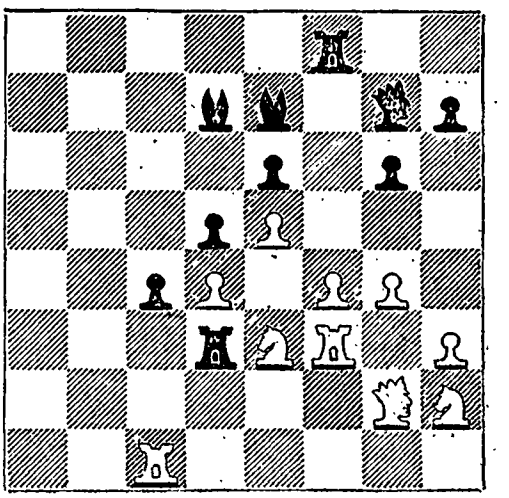
28. *W. Q. Castle takes Knight.*
B. Queen takes Pawn.



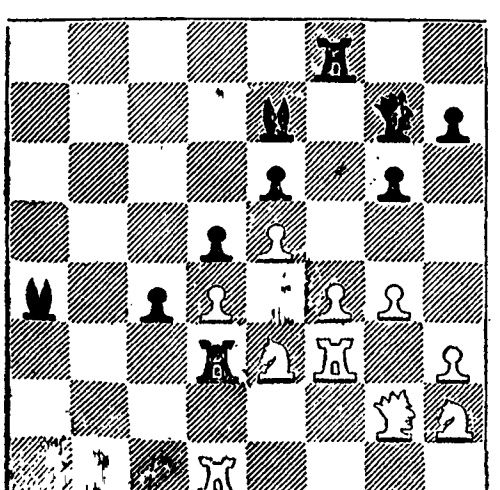
29. *W. Q. Knight to King's 3rd.*
B. Queen takes Queen.



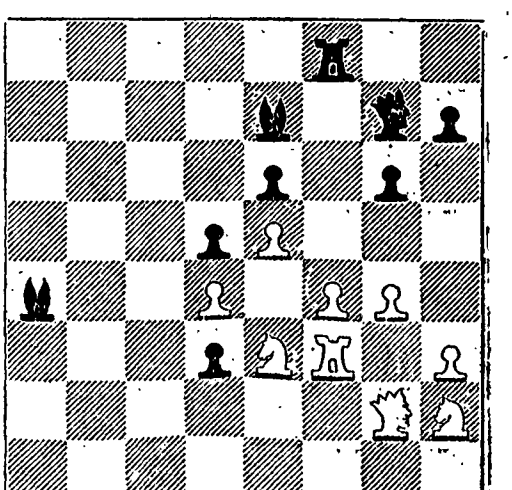
30. *W. King takes Queen.*
B. Q. Castle to Q. Knight's 6th.



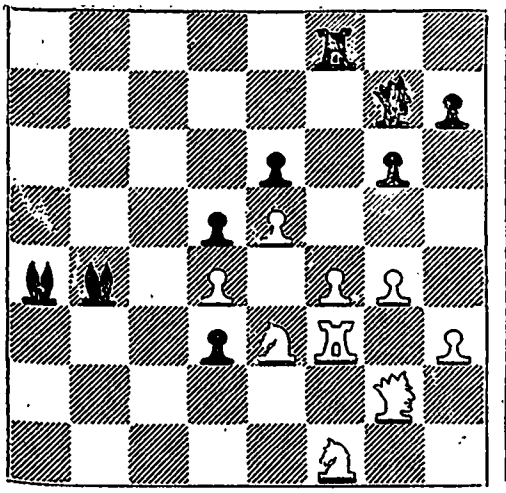
31. *W. K. Castle to Bishop's 3rd.*
B. Q. Castle to Queen's 6th.



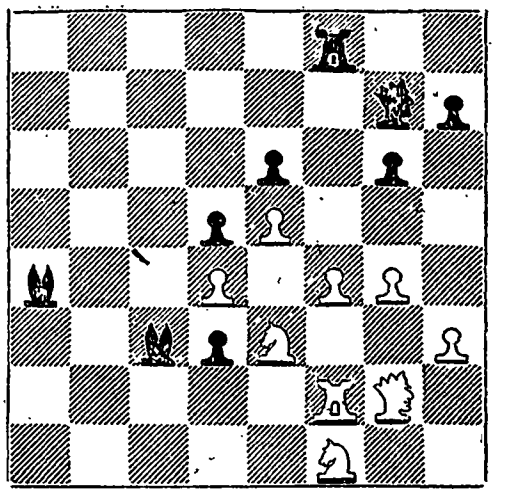
32. *W. Q. Castle to Queen's square.*
B. Q. Bishop to Q. Castle's 5th.



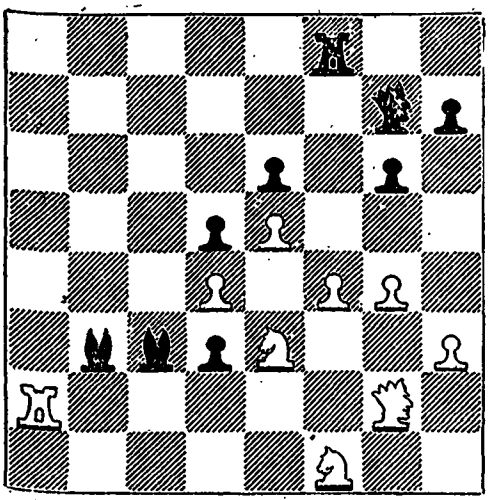
33. *W. Q. Castle takes Castle.*
B. Q. Bishop's Pawn takes Castle.



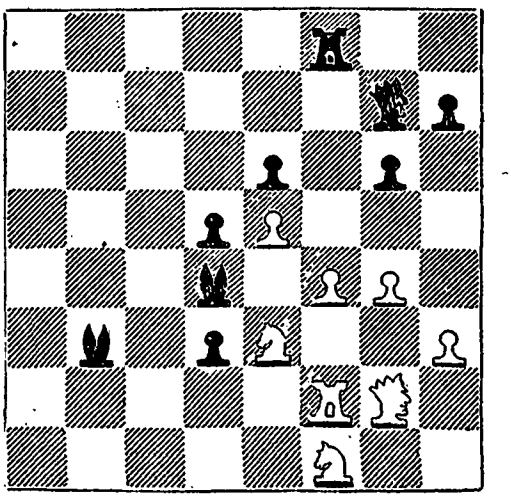
34. *W. K. Knight to Bishop's square.*
B. K. Bishop to Q. Knight's 5th.



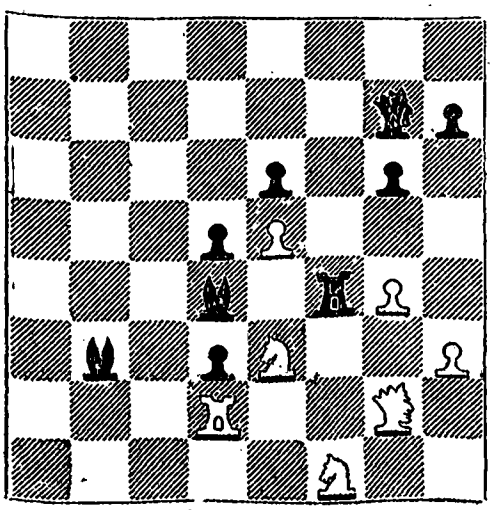
35. *W. Castle to K. Bishop's 2nd.*
B. K. Bishop to Queen's Bishop's 6th.



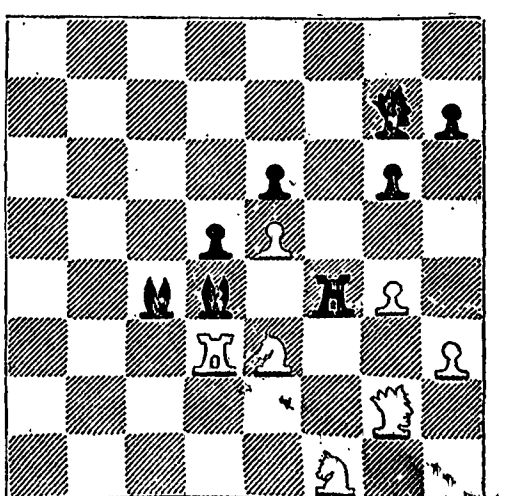
36. *W. Castle to Q Castle's 2nd.*
B. Q. Bishop to Q. Knight's 6th.



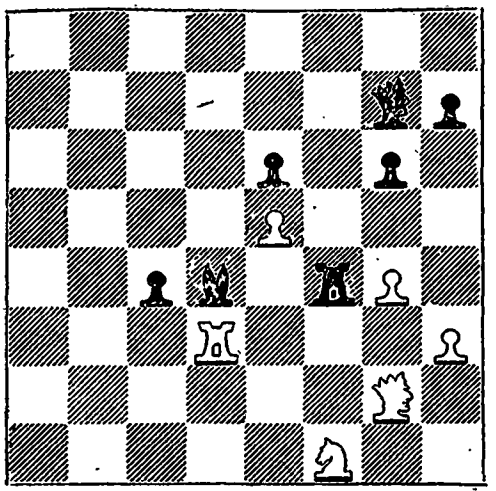
37. *W. Castle to K. Bishop's 2nd.*
B. K. Bishop takes Pawn.



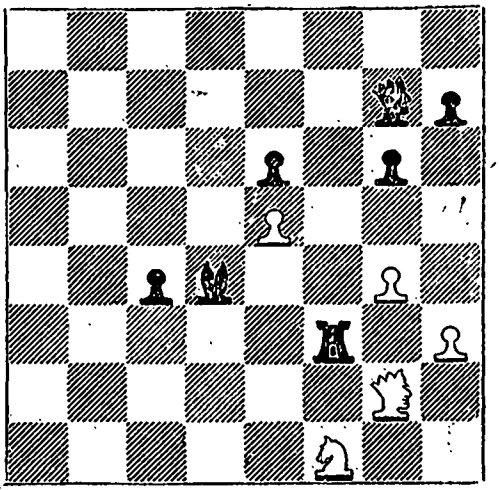
38. *W. Castle to Queen's 2nd.*
B. Castle takes Pawn.



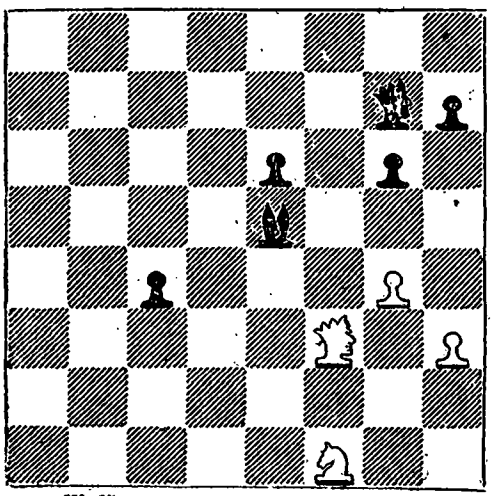
39. *W. Castle takes Pawn.*
B. Q. Bishop to his 5th square.



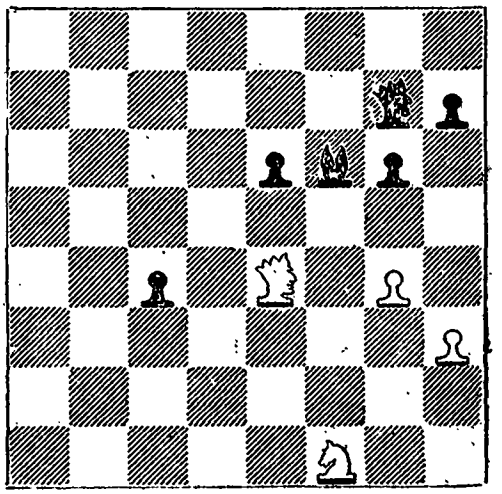
40. *W. Knight takes Bishop.*
B. Q. Pawn takes Knight.



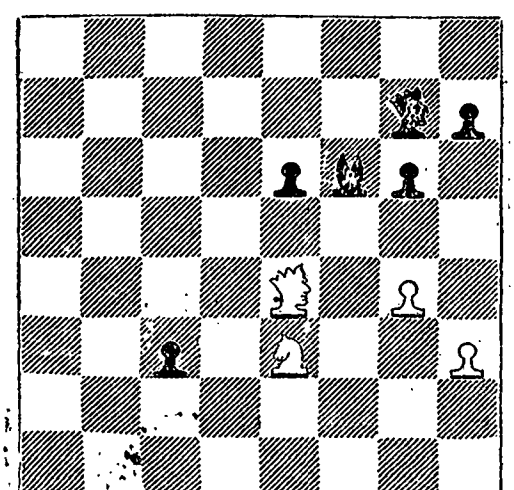
41. *W. Castle to K. Bishop's 3rd.*
B. Castle takes Castle.



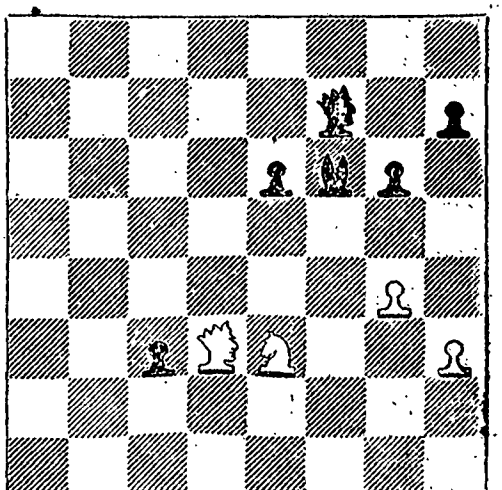
42. *W. King takes Castle.*
B. Bishop takes Pawn.



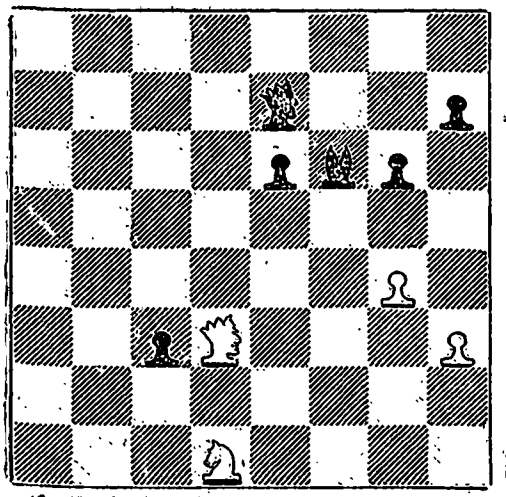
43. *W. King to his 4th square.*
B. Bishop to his 3rd square.



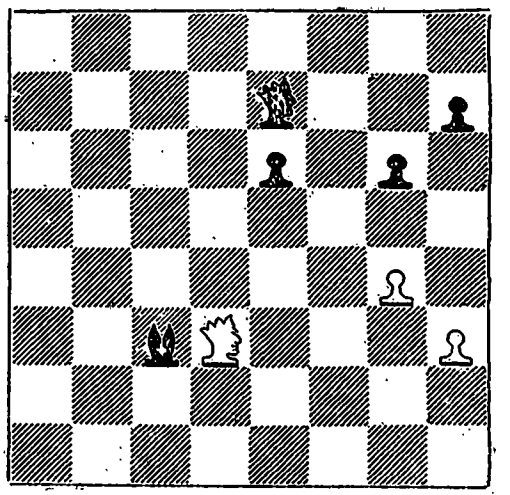
44. *W. Knight to King's 3rd.*
B. Q. Bishop's Pawn 1 square.



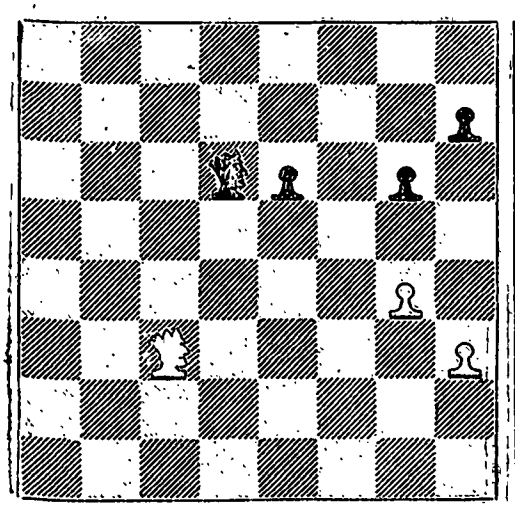
45. *W. King to Queen's 3rd.*
B. King to Bishop's 2nd.



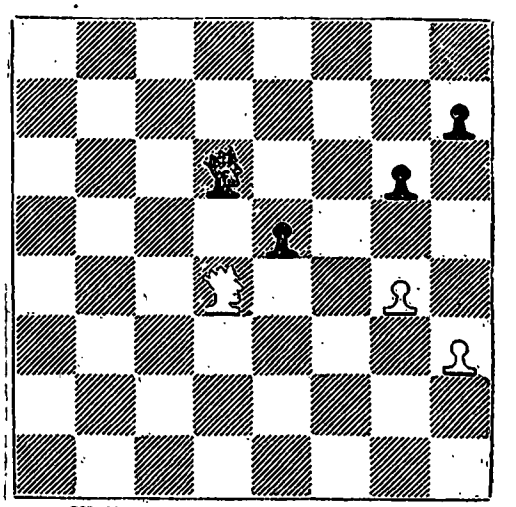
46. *W. Knight to Queen's square.*
B. King to his 2nd square.



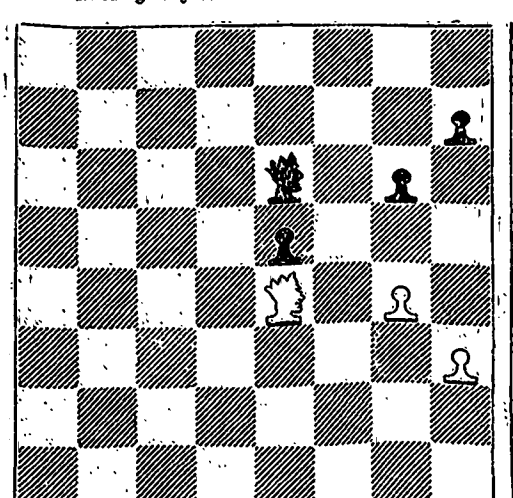
47. *W. Knight takes Pawn.*
B. Bishop takes Knight.



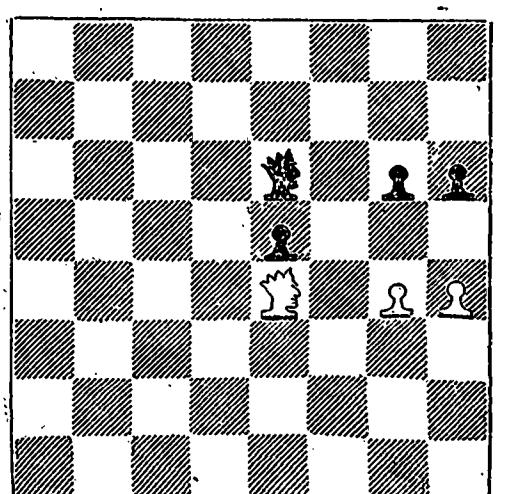
48. *W. King takes Bishop.*
B. King to Queen's 3rd.



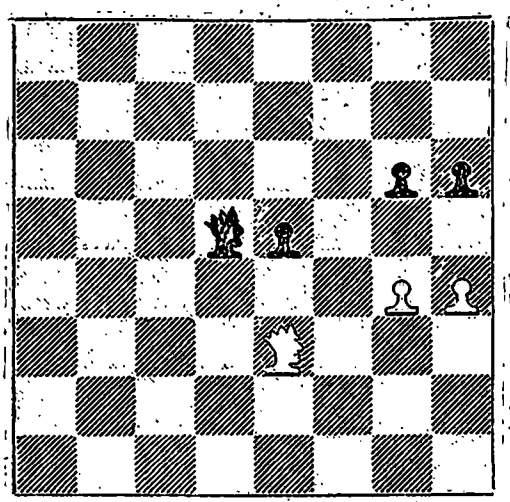
49. *W. King to Queen's 4th.*
B. King's Pawn checks.



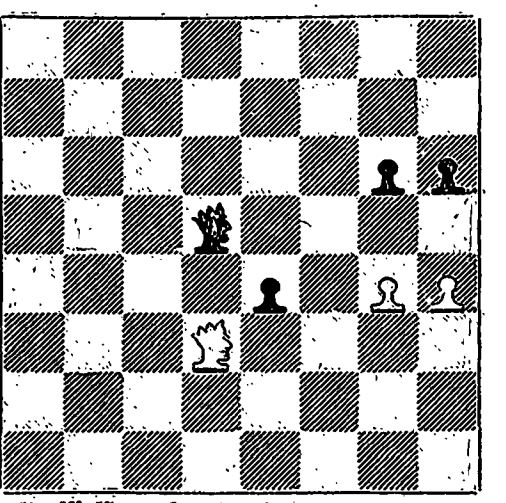
50. *W. King to his 4th square.*
B. King to his 3rd square.



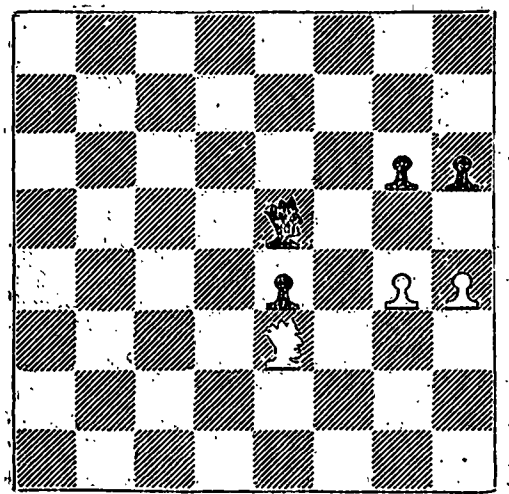
51. *W. K. Castle's Pawn 1 square.*
B. K. Castle's Pawn 1 square.



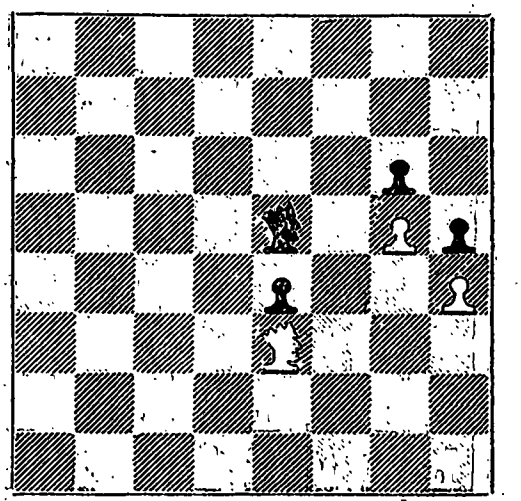
52. *W. King to his 3rd square.*
B. King to Queen's 4th.



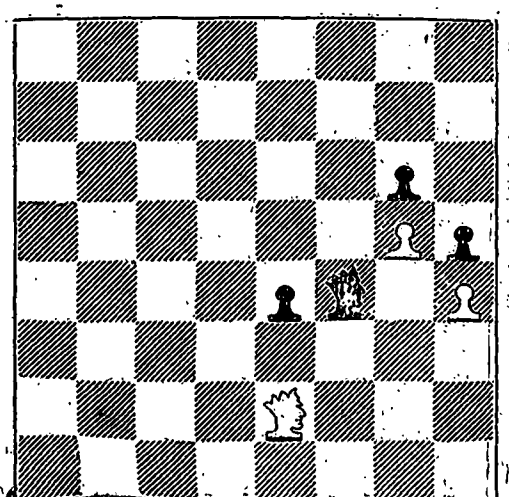
53. *W. King to Queen's 3rd.*
B. King's Pawn checks.



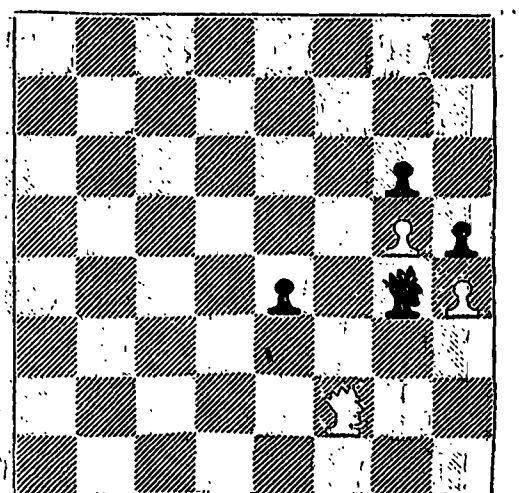
54. *W. King to his 3rd.*
B. King to his 4th.



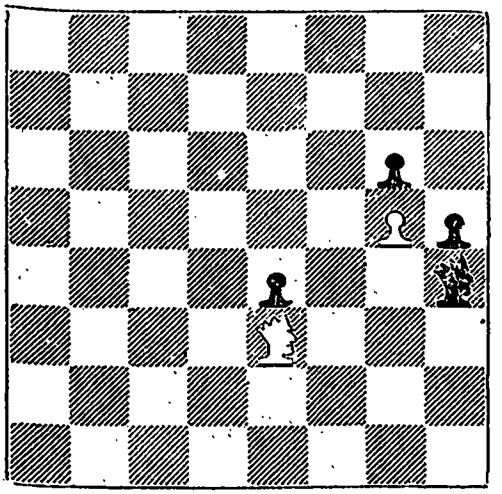
55. *W. K. Knight's Pawn 1 square.*
B. K. Castle's Pawn 1 square.



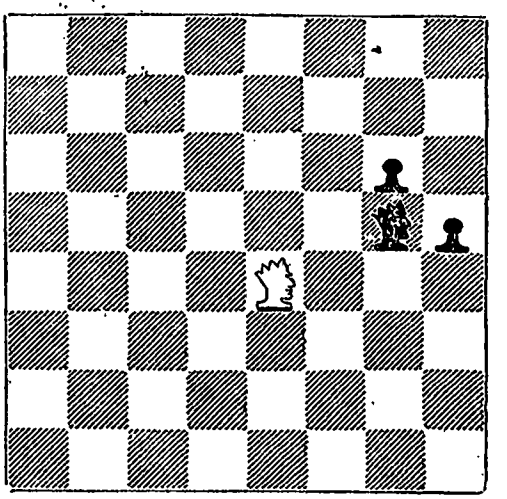
56. *W. King to his 2nd square.*
B. King to K. Bishop's 5th.



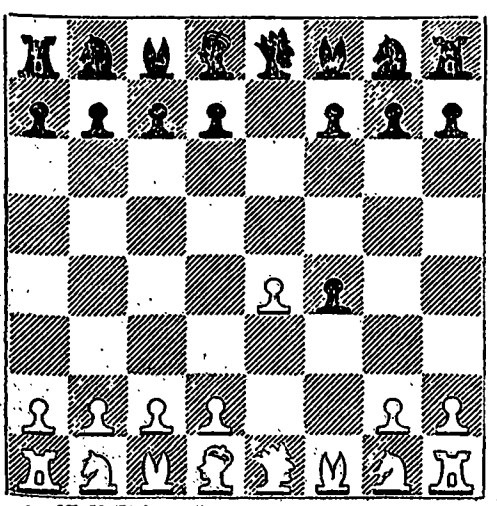
57. *W. King to Bishop's 2nd.*
B. King to Knight's 5th.



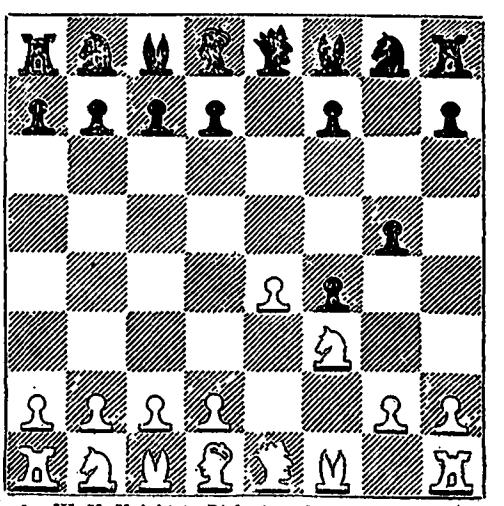
58. *W. King to his 3rd square.*
B. King takes Pawn.



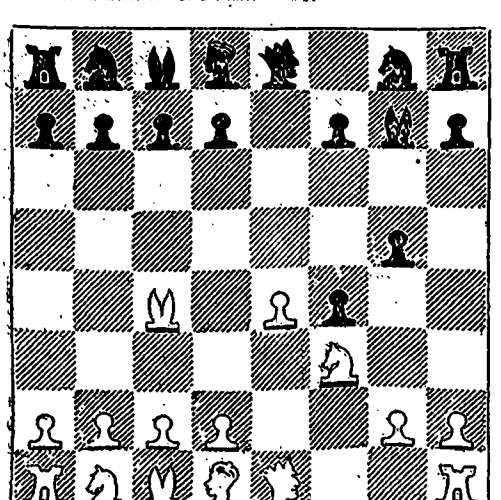
59. *W. King takes Pawn.*
B. King takes Pawn, and will win.



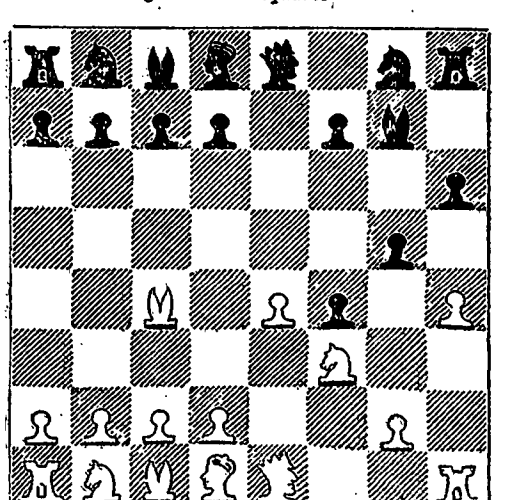
2. *W. K. Bishop's Pawn 2 squares.*
B. Pawn takes Pawn.



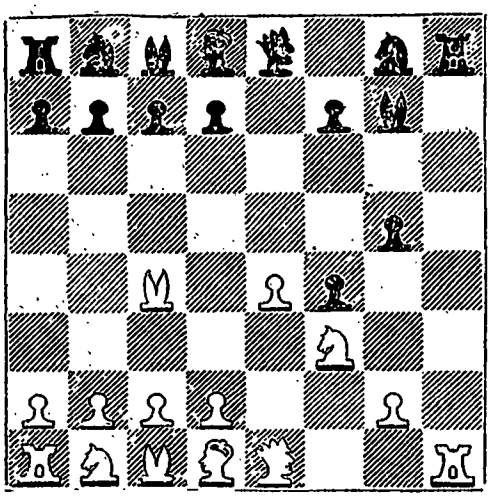
3. *W. K. Knight to Bishop's 3rd.*
B. K. Knight's Pawn 2 squares.



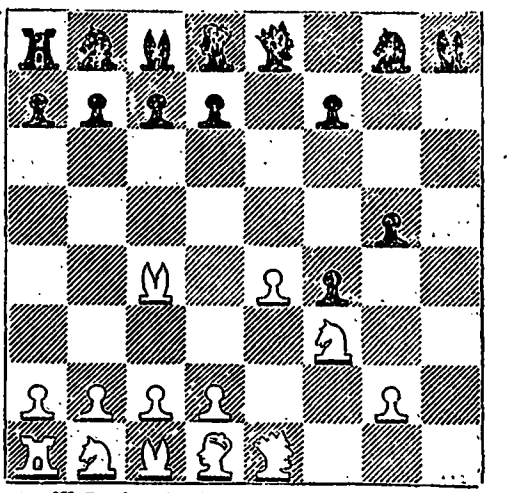
4. *W. K. Bishop to Q. Bishop's 4th.*
B. K. Bishop to Knight's 2nd.



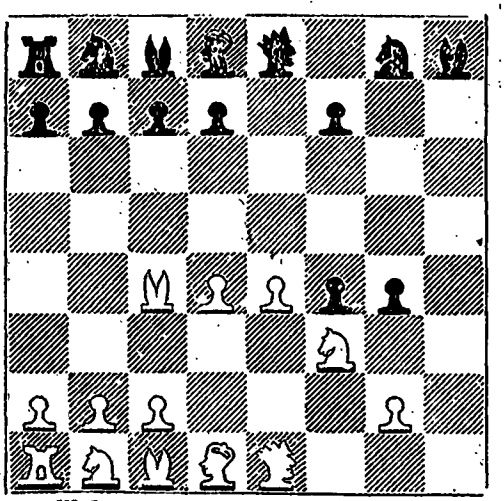
5. *W. K. Castle's Pawn 2 squares.*
B. K. Castle's Pawn 1 square.



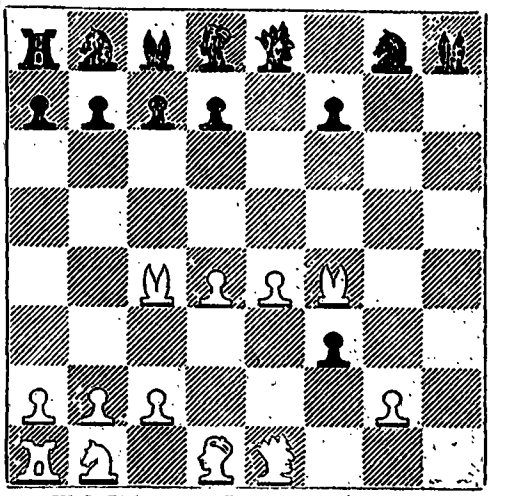
6. *W. Pawn takes Pawn.*
B. Pawn takes Pawn.



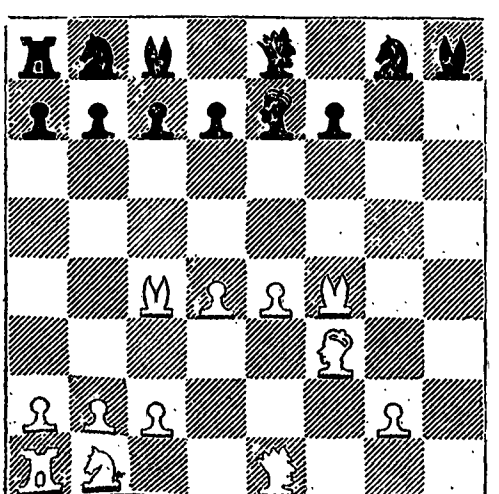
7. *W. Castle takes Castle.*
B. Bishop takes Castle.



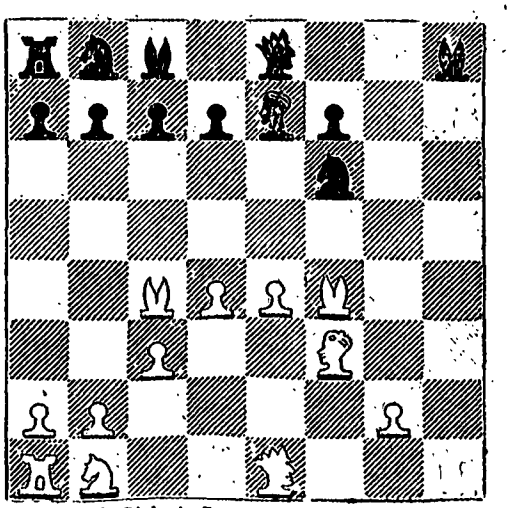
8. *W. Queen's Pawn 2 squares.*
B. K. Knight's Pawn 1 square.



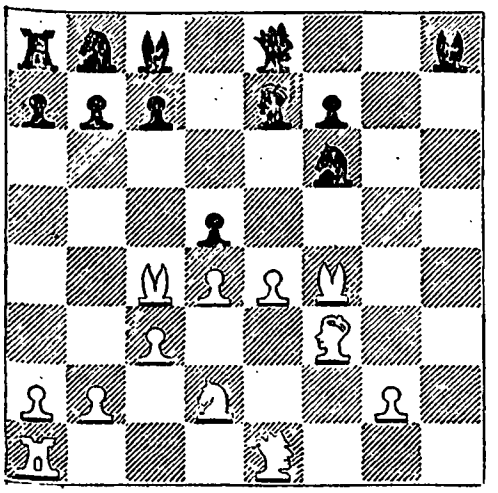
9. *W. Q. Bishop takes Pawn.*
B. Pawn takes Knight.



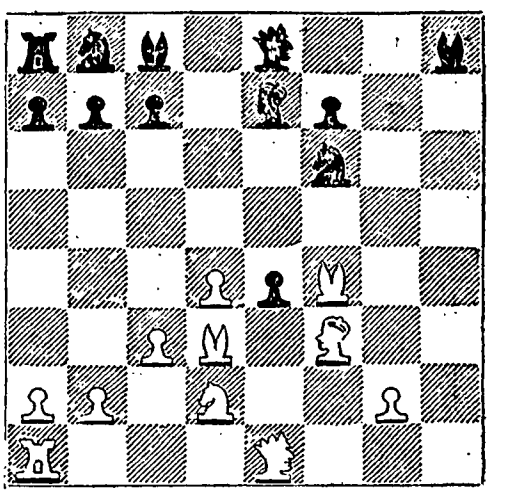
10. *W. Queen takes Pawn.*
B. Queen to King's 2nd.



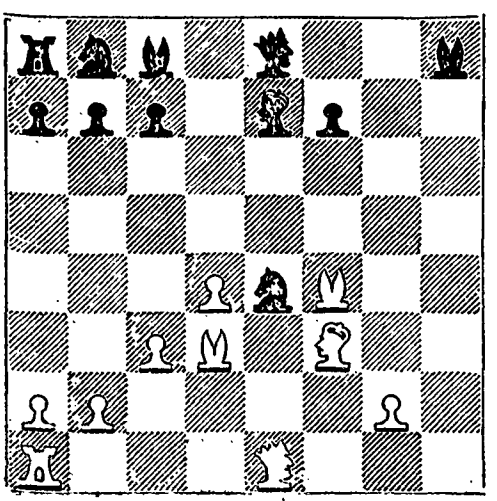
11. *W. Q. Bishop's Pawn 1 square.*
B. K. Knight to Bishop's 3rd.



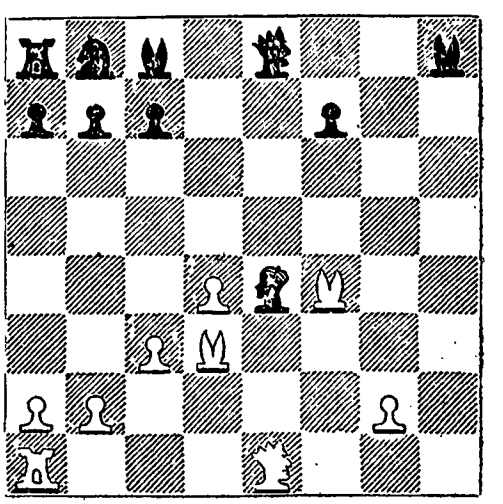
12. *W. Knight to Queen's 2nd.*
B. Queen's Pawn 2 squares.



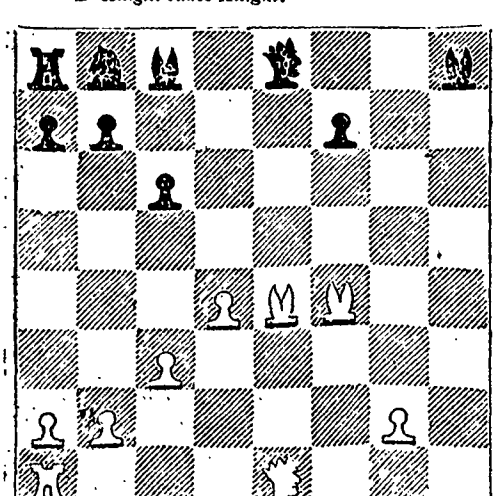
13. *W. K. Bishop to Queen's 3rd.*
B. Pawn takes Pawn.



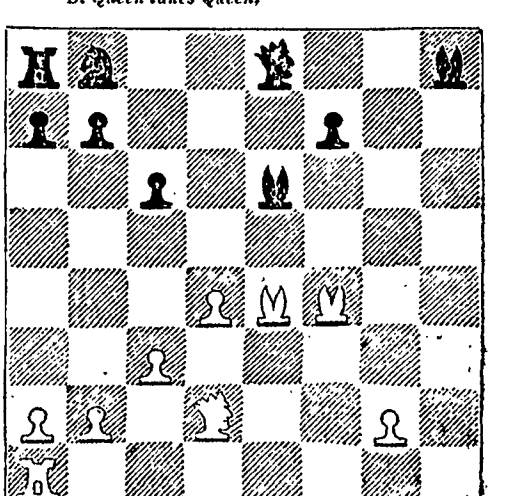
14. *W. Knight takes Pawn.*
B. Knight takes Knight.



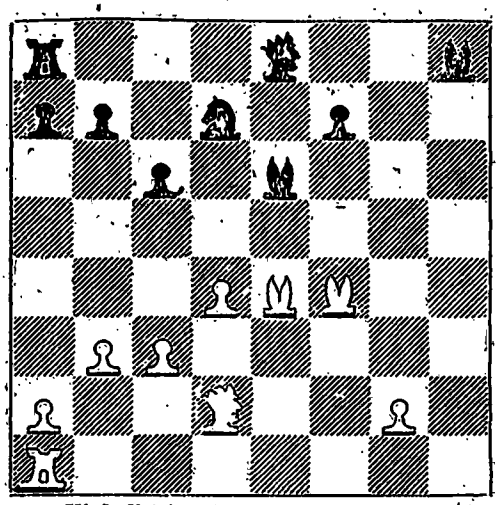
15. *W. Queen takes Knight.*
B. Queen takes Queen.



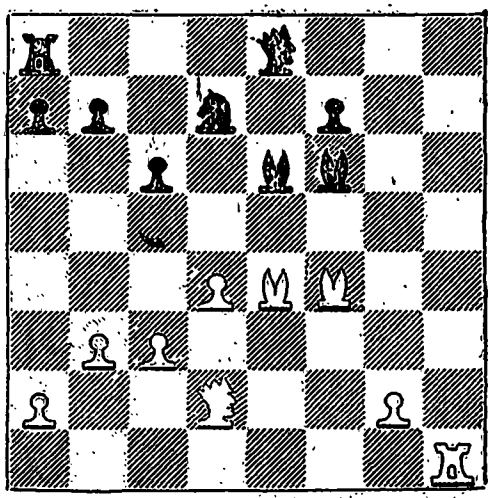
16. *W. Bishop takes Queen.*
B. Q. Bishop's Pawn 1 square.



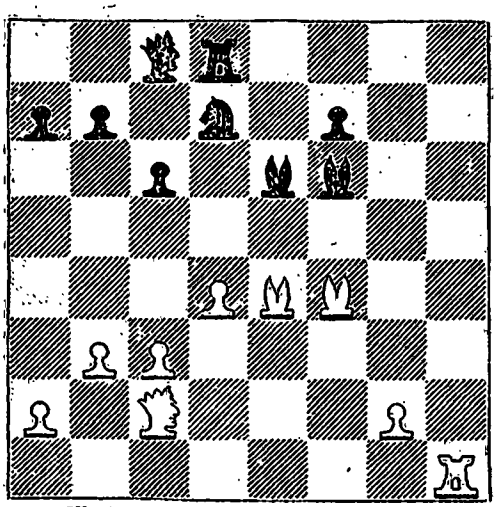
17. *W. King to Queen's 2nd.*
B. Q. Bishop to King's 3rd.



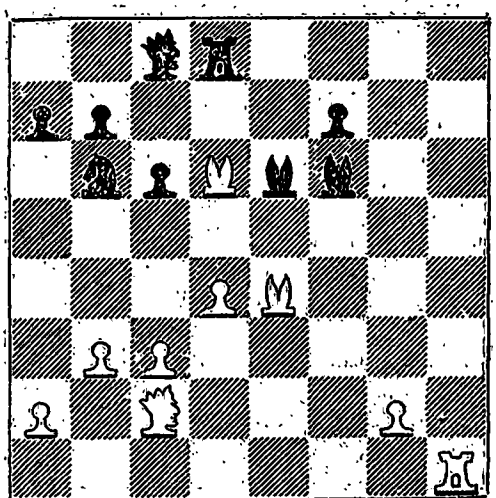
18. *W. Q. Knight's Pawn 1 square.*
B. Knight to Queen's 2nd.



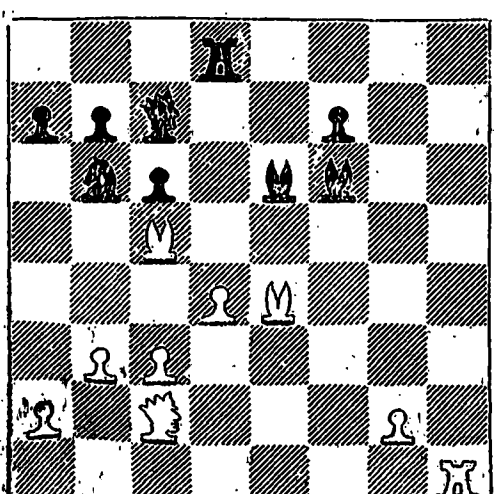
19. *W. Castle to K. Castle's square.*
B. K. Bishop to 3rd square.



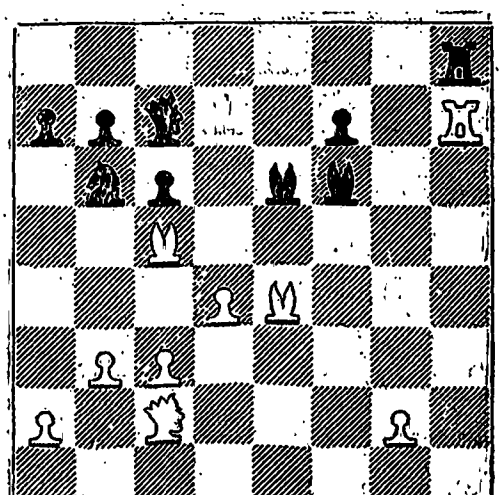
20. *W. King to Q. Bishop's 2nd.*
B. King castles.



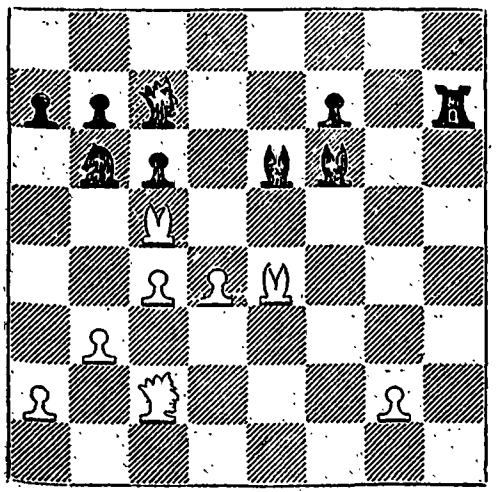
21. *W. Q. Bishop to Queen's 6th.*
B. Knight to his 3rd square.



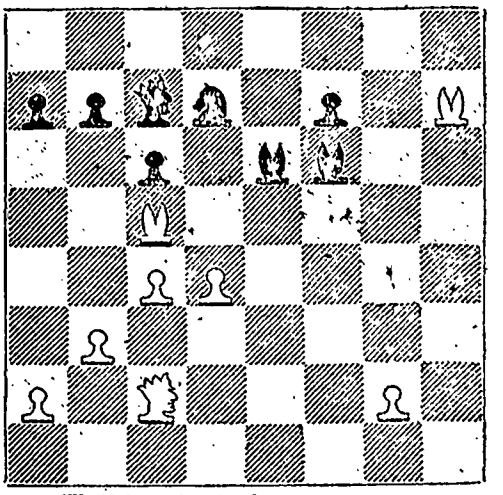
22. *W. Q. Bishop to his 5th.*
B. King to Q. Bishop's 2nd.



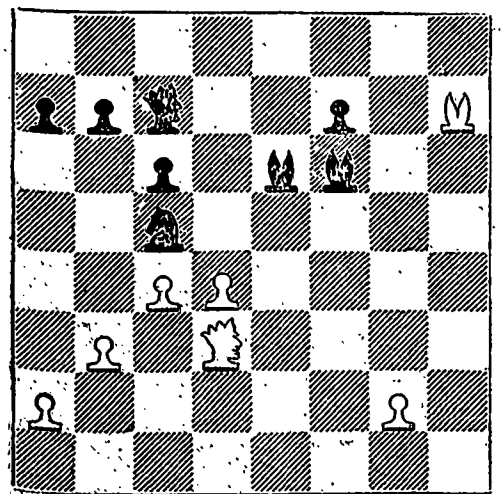
23. *W. Castle to black K. Castle's 2nd.*
B. Castle to K. Castle's square.



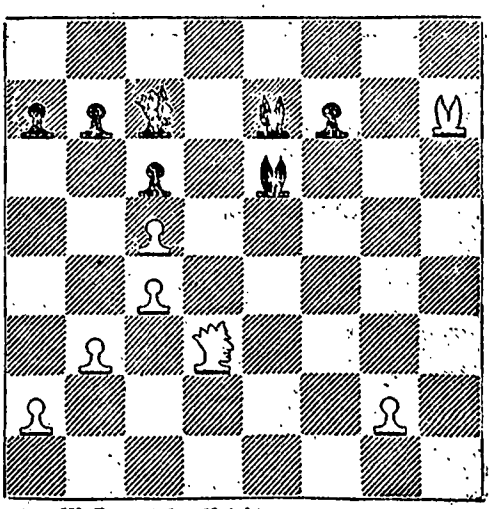
24. *W. Q. Bishop's Pawn 1 square.*
B. Castle takes Castle.



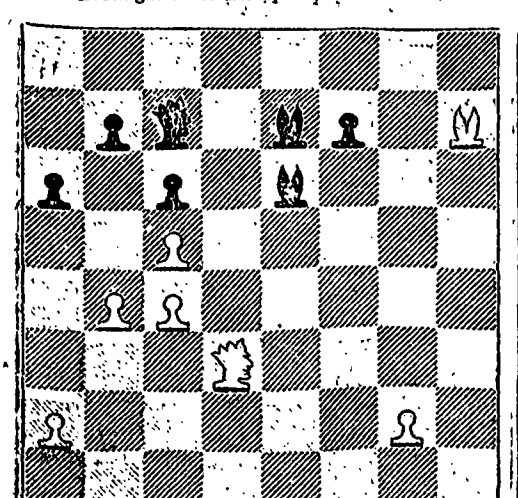
25. *W. Bishop takes Castle.*
B. Knight to Queen's 2nd.



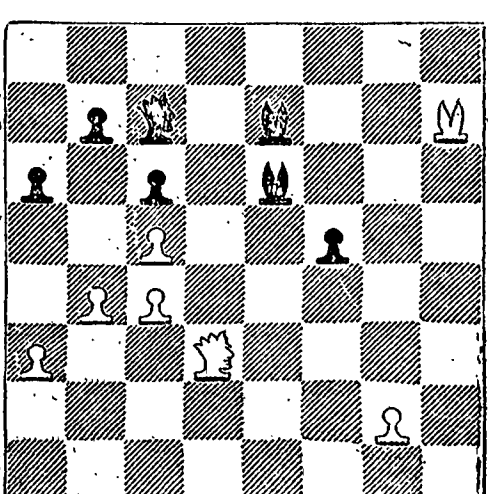
26. *W. King to Queen's 3rd.*
B. Knight takes Bishop.



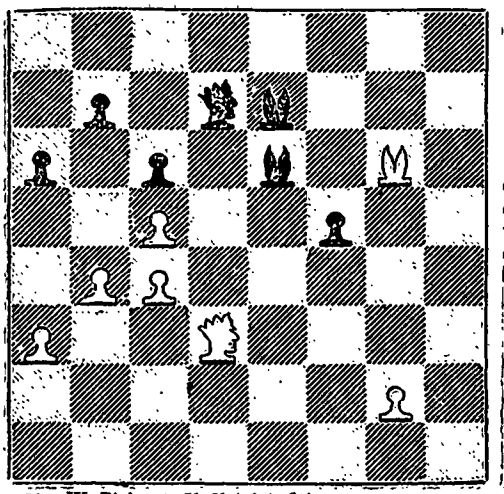
27. *W. Pawn takes Knight.*
B. K. Bishop to King's 2nd.



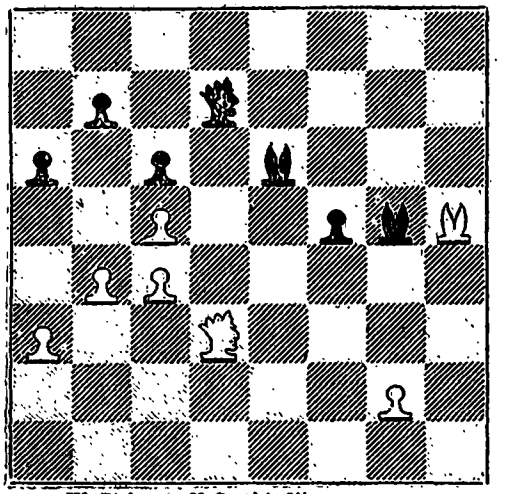
28. *W. Q. Knight's Pawn 1 square.*
B. Q. Castle's Pawn 1 square.



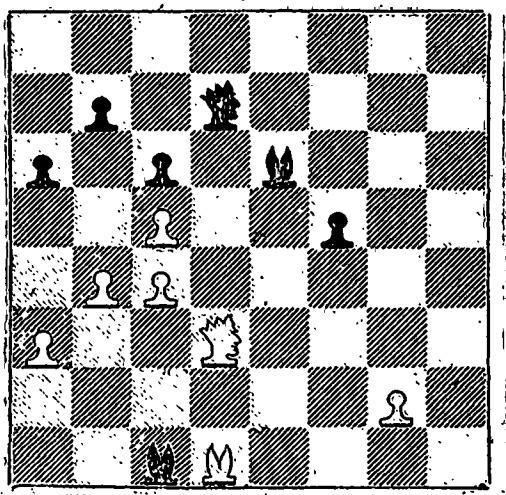
29. *W. Q. Castle's Pawn 1 square.*
B. K. Bishop's Pawn 2 squares.



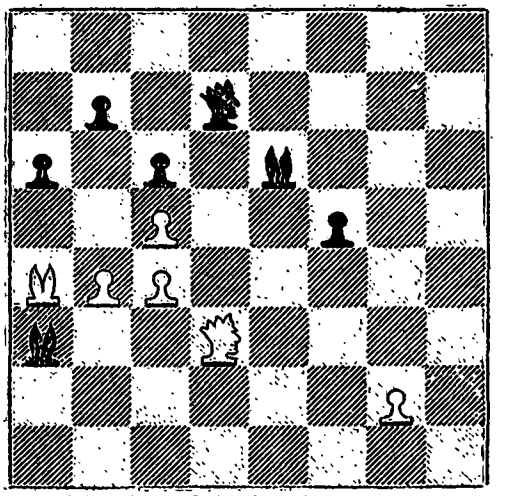
30. *W. Bishop to K. Knight's 6th.*
B. King to Queen's 2nd.



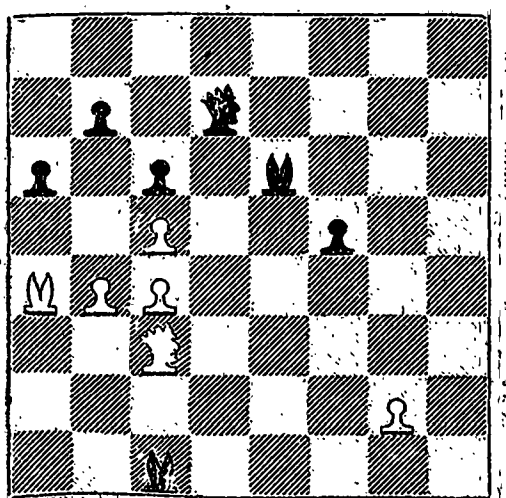
31. *W. Bishop to K. Castle's 6th.*
B. K. Bishop to K. Knight's 4th.



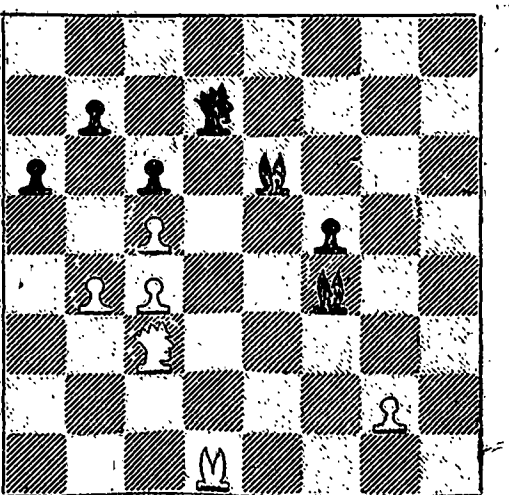
32. *W. Bishop to Queen's square.*
B. K. Bishop to white Q. Bishop's square.



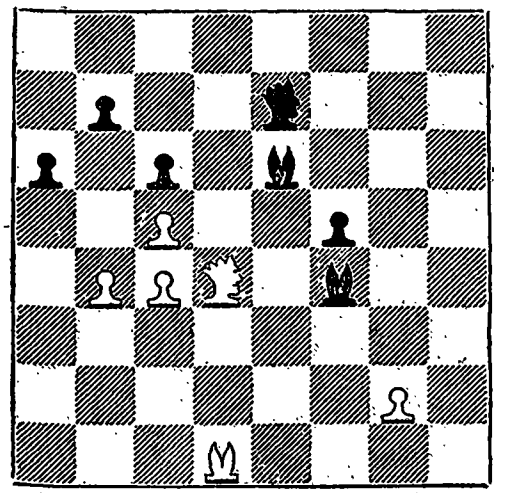
33. *W. Bishop to Q. Castle's 4th.*
B. K. Bishop takes Pawn.



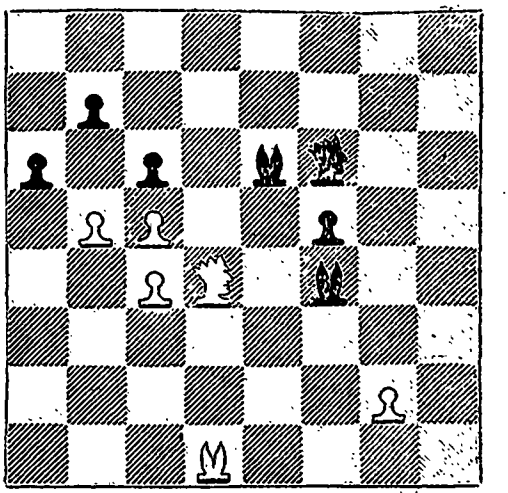
34. *W. King to Q. Bishop's 3rd.*
B. K. Bishop to white Q. Bishop's square.



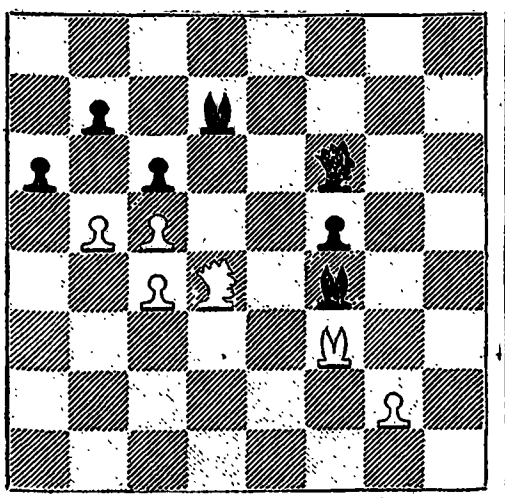
35. *W. Bishop to Queen's square.*
B. K. Bishop to his 6th square.



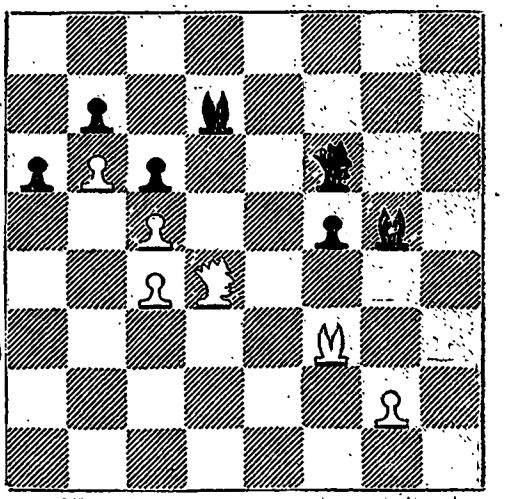
36. *W. King to Queen's 4th.*
B. King to his 2nd.



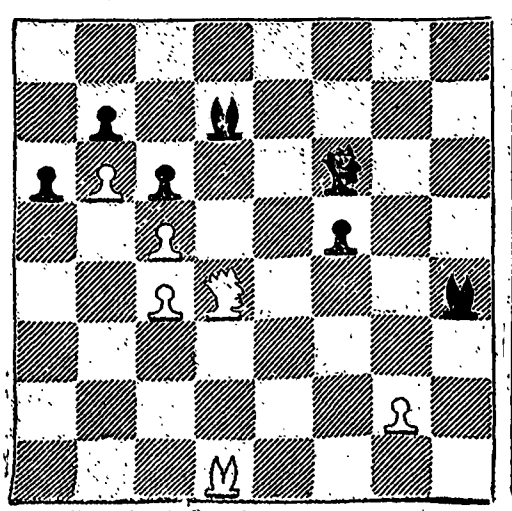
37. *W. Q. Knight's Pawn 1 square.*
B. King to Bishop's 3rd.



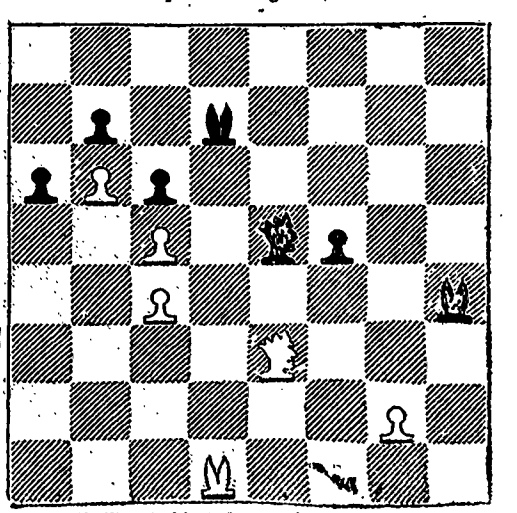
38. *W. Bishop to his 3rd square.*
B. Q. Bishop to Queen's 2nd.



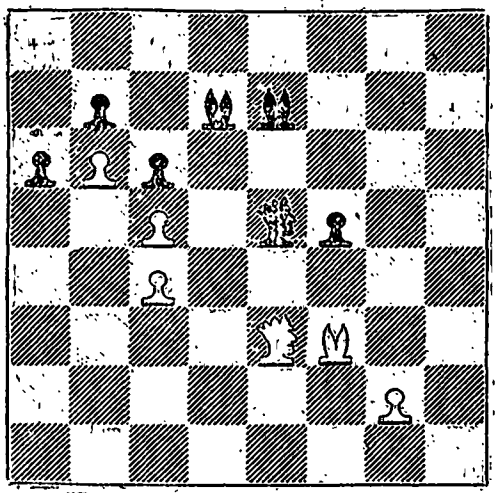
39. *W. Q. Knight's Pawn 1 square.*
B. K. Bishop to K. Knight's 4th.



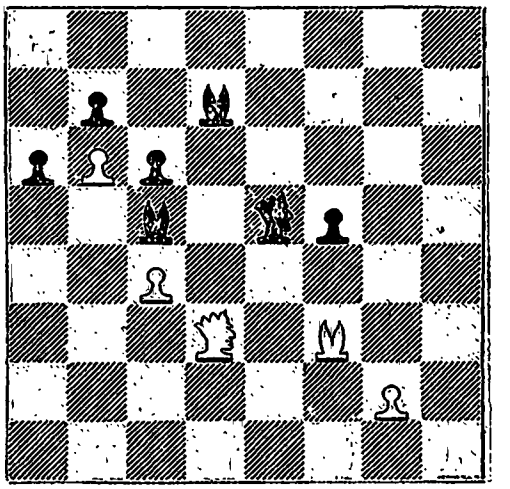
40. *W. Bishop to Queen's square.*
B. K. Bishop to K. Castle's 5th.



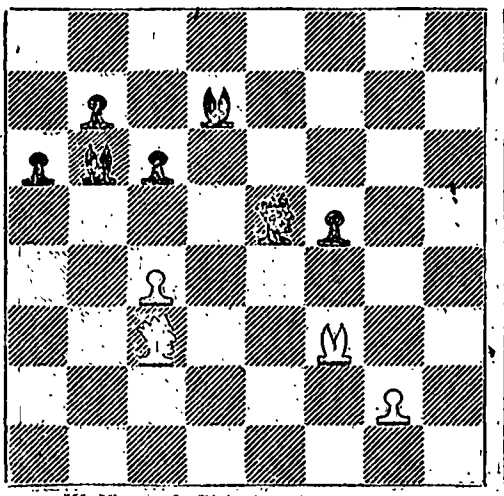
41. *W. King to his 3rd square.*
B. King to his 4th square.



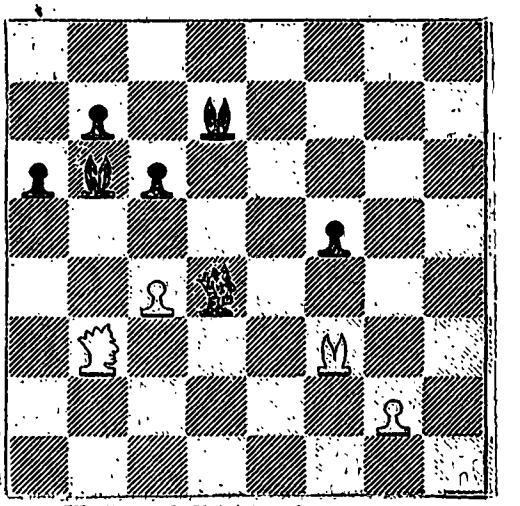
42. *W. Bishop to his 3rd square.*
B. K. Bishop to King's 2nd.



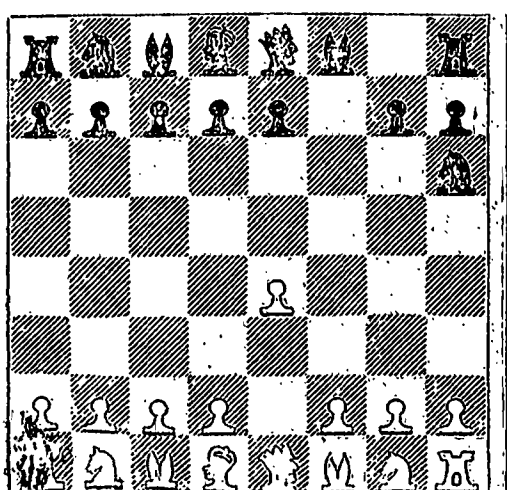
43. *W. King to Queen's 3rd.*
B. Bishop takes Pawn.



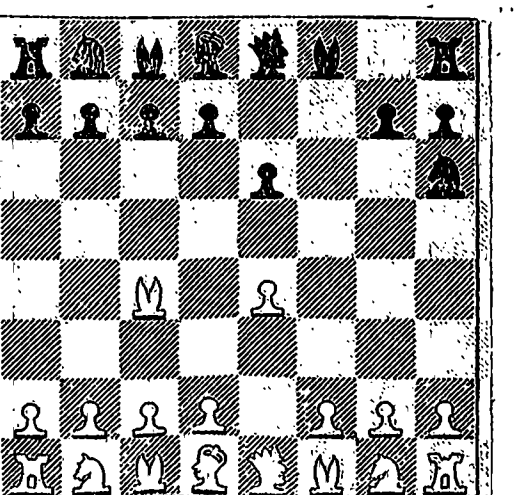
44. *W. King to Q. Bishop's 3rd.*
B. K. Bishop takes Pawn.



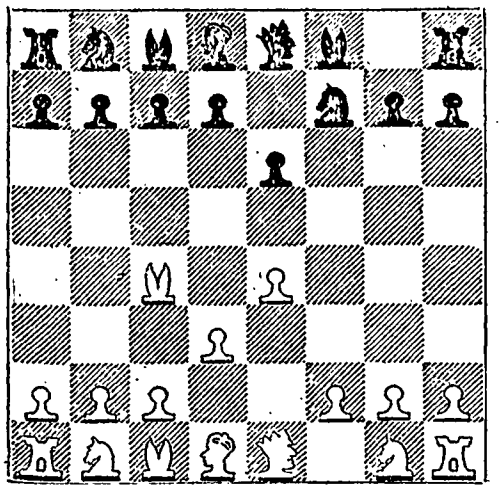
45. *W. King to Q. Knight's 3rd.*
B. King to Queen's 5th, wins.



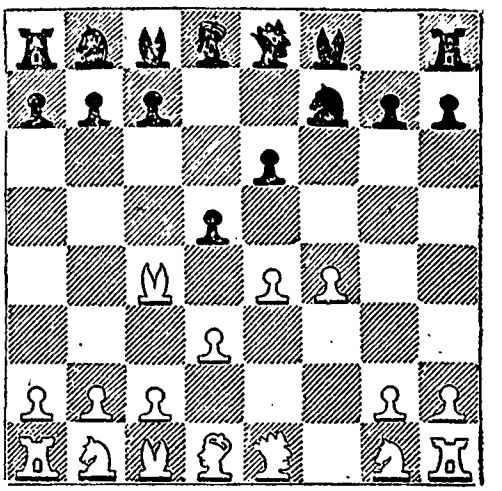
1. *W. King's Pawn 2 squares.*
B. K. Knight to Castle's 3rd.



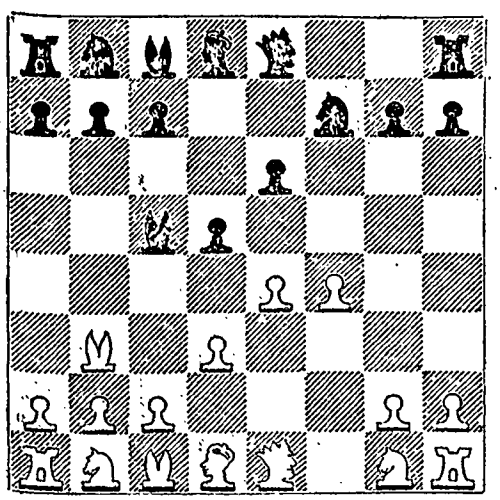
2. *W. K. Bishop to Q. Bishop's 4th.*
B. King's Pawn 1 square.



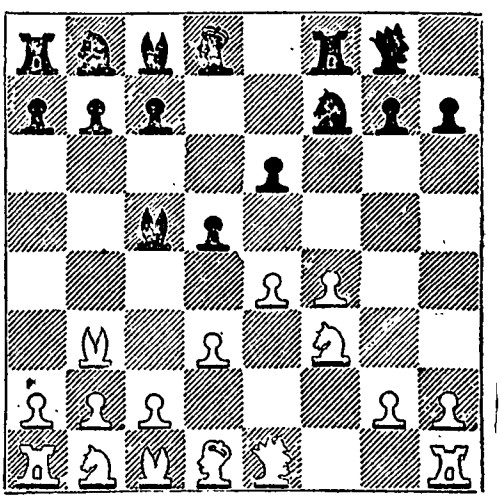
3. *W. Queen's Pawn 1 square.*
B. K. Knight to Bishop's 2nd.



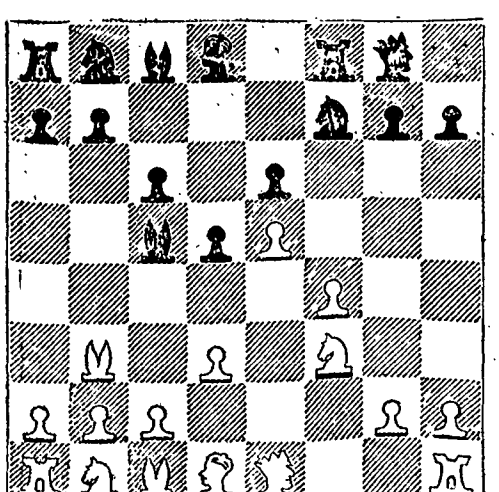
4. *W. K. Bishop's Pawn 2 squares.*
B. Queen's Pawn 2 squares.



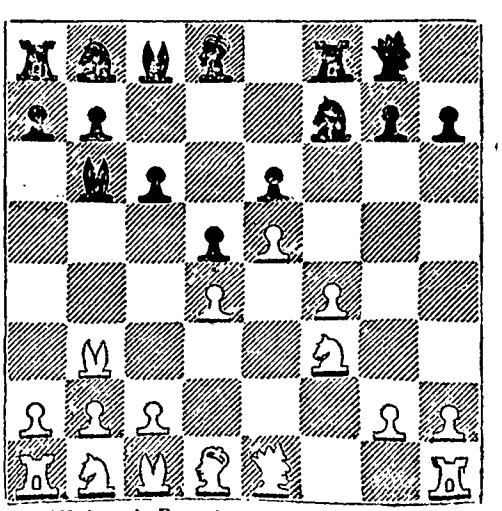
5. *W. K. Bishop to Q. Knight's 3rd.*
B. K. Bishop to Q. Bishop's 4th.



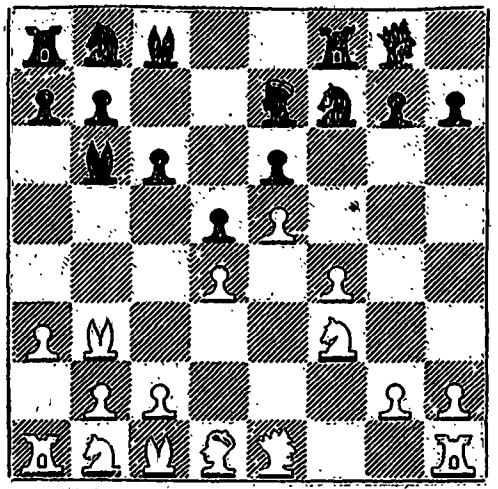
6. *W. K. Knight to Bishop's 3rd.*
B. King castles



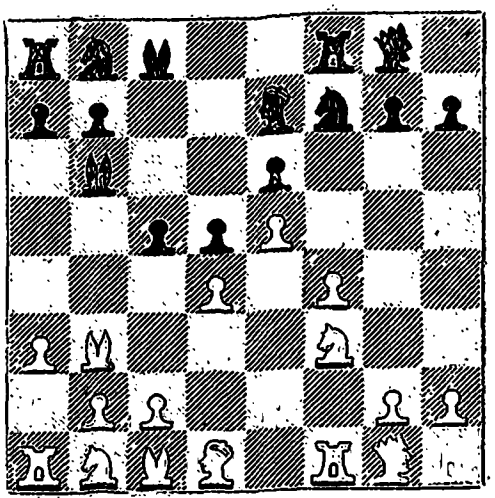
7. *W. King's Pawn 1 square.*
B. Q. Bishop's Pawn 1 square.



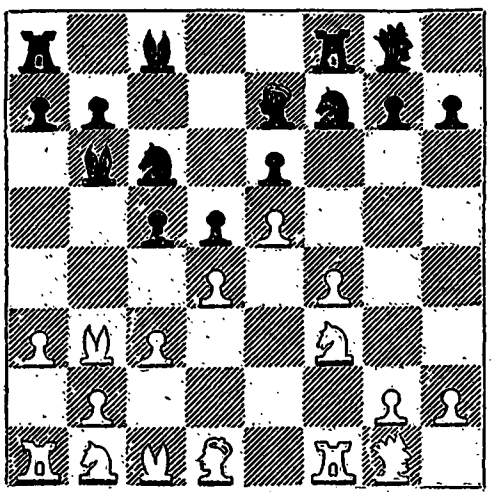
8. *W. Queen's Pawn 1 square.*
B. K. Bishop to Q. Knight's 3rd.



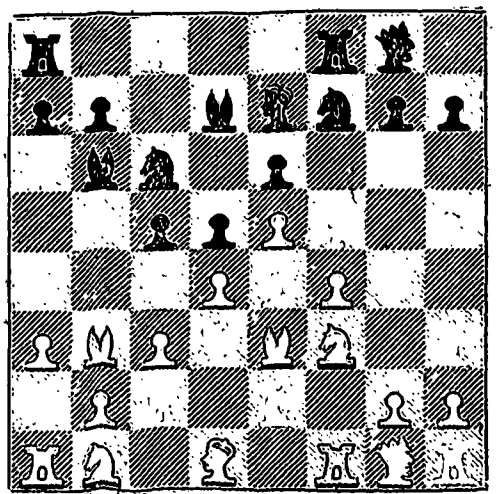
9. *W. Q. Castle's Pawn 1 square.*
B. Queen to King's 2nd.



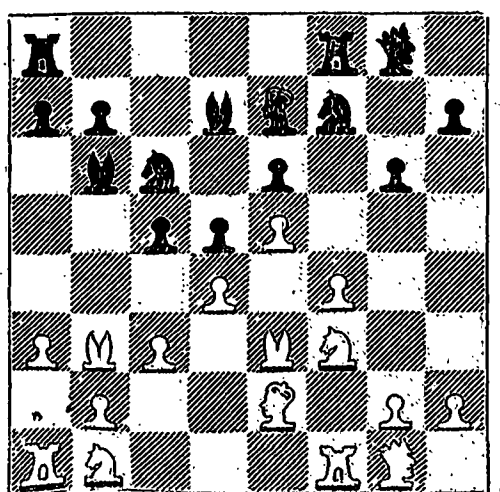
10. *W. King castles.*
B. Q. Bishop's Pawn 1 square.



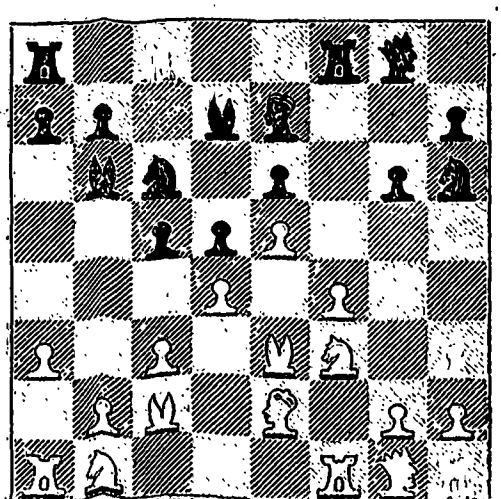
11. *W. Q. Bishop's Pawn 1 square.*
B. Q. Knight to Bishop's 3rd.



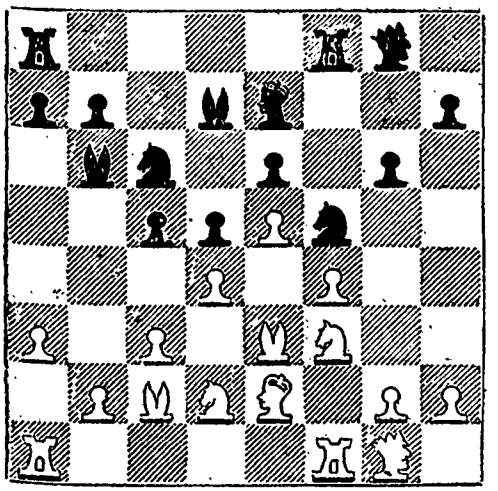
12. *W. Q. Bishop to King's 3rd.*
B. Q. Bishop to Queen's 2nd.



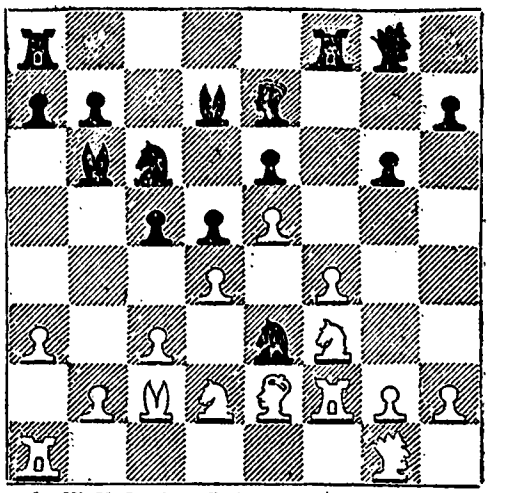
13. *W. Queen to King's 2nd.*
B. K. Knight's Pawn 1 square.



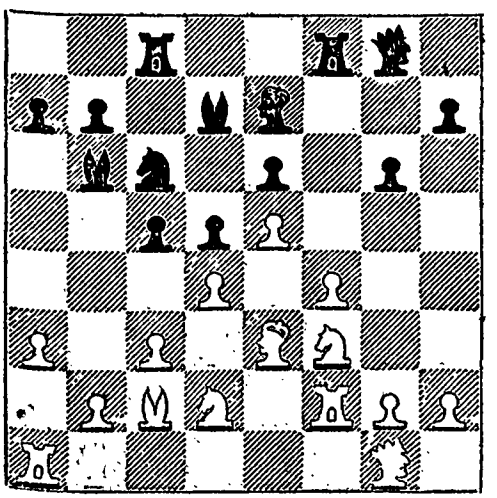
14. *W. K. Bishop to Q. Bishop's 2nd.*
B. K. Knight to Castle's 3rd.



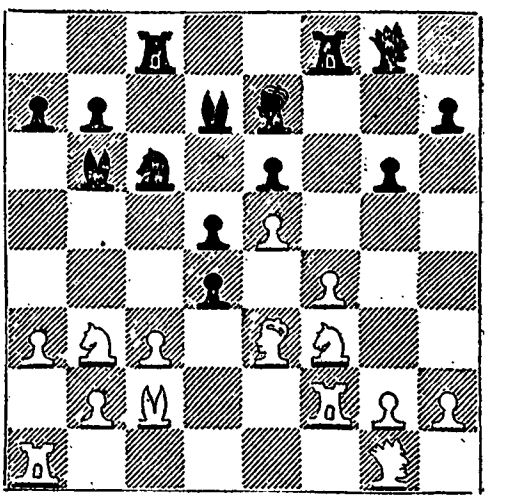
15. *W. Q. Knight to Queen's 2nd.*
B. K. Knight to Bishop's 4th.



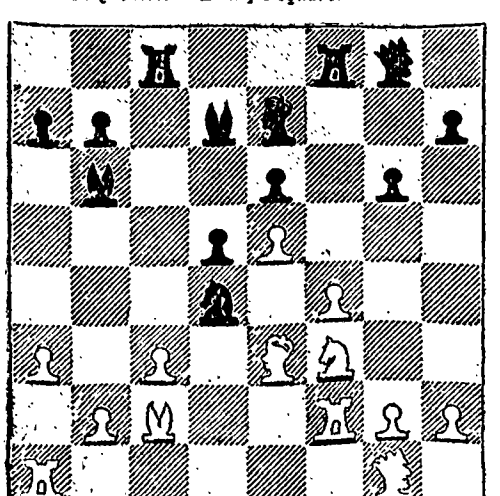
16. *W. K. Castle to Bishop's 2nd.*
B. Knight takes Bishop.



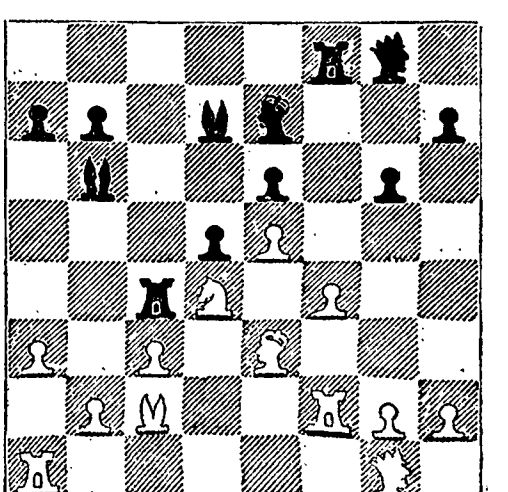
17. *W. Queen takes Knight.*
B. Q. Castle to Bishop's square.



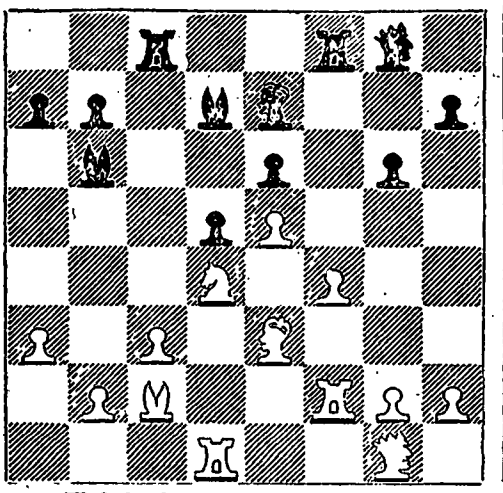
18. *W. Q. Knight to his 3rd square.*
B. Q. Bishop's Pawn takes Pawn.



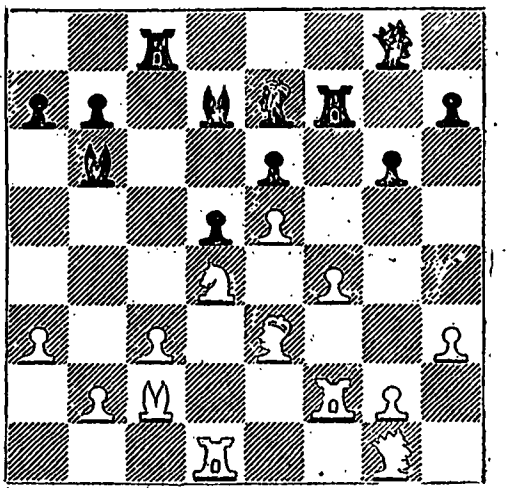
19. *W. Q. Knight takes Pawn.*
B. Knight takes Knight.



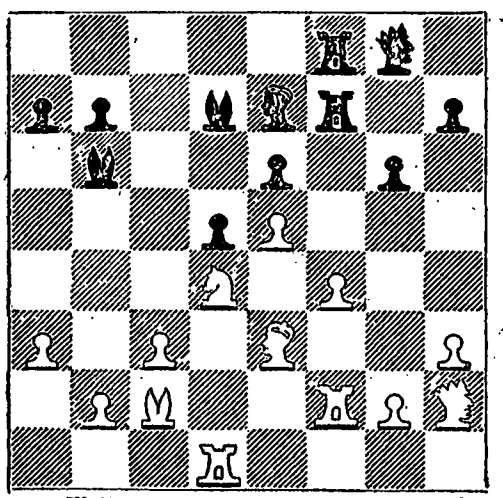
20. *W. Knight takes Knight.*
B. Q. Castle to Q. Bishop's 5th.



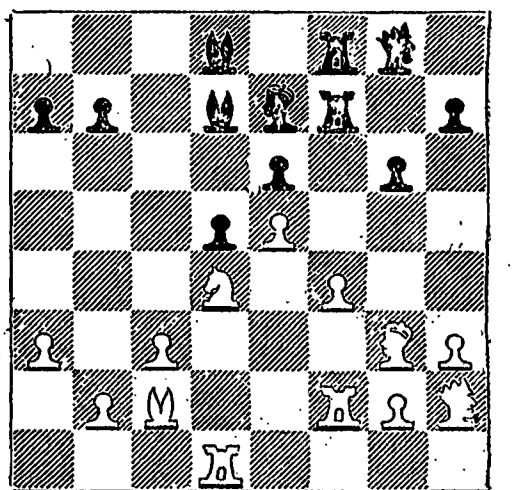
21. *W. Q. Castle to Queen's square.*
B. Q. Castle to Q. Bishop's square.



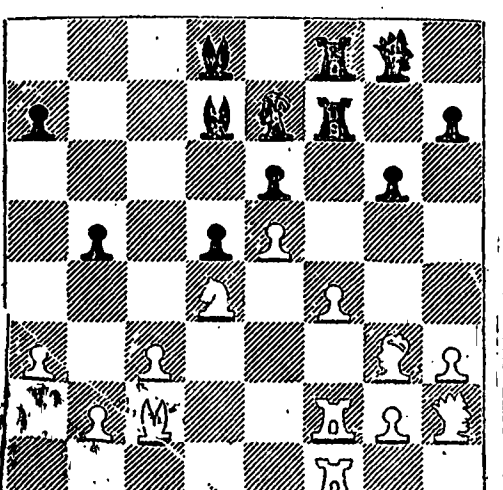
22. *W. K. Castle's Pawn 1 square.*
B. K. Castle to Bishop's 2nd.



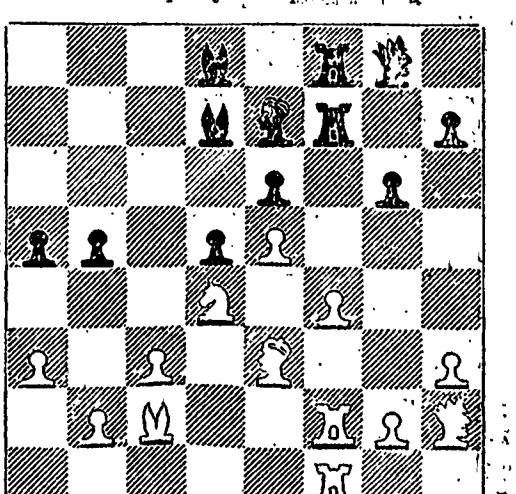
23. *W. King to Castle's 2nd.*
B. doubles his Castle's.



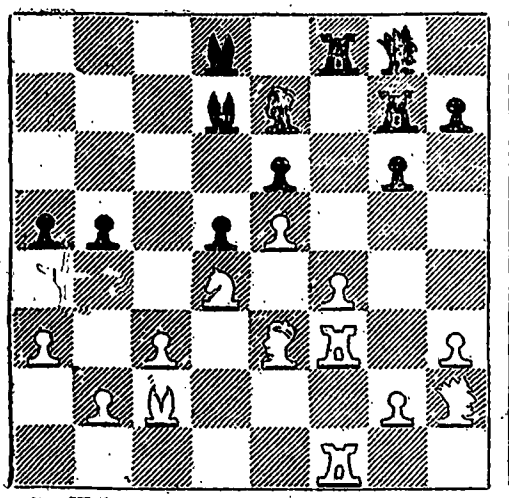
24. *W. Queen to K. Knight's 3rd.*
B. K. Bishop to Queen's square.



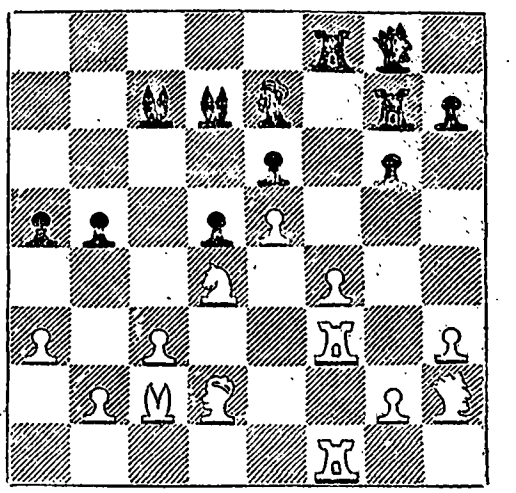
25. *W. doubles his Castle's*
B. Q. Knight's Pawn 2 squares.



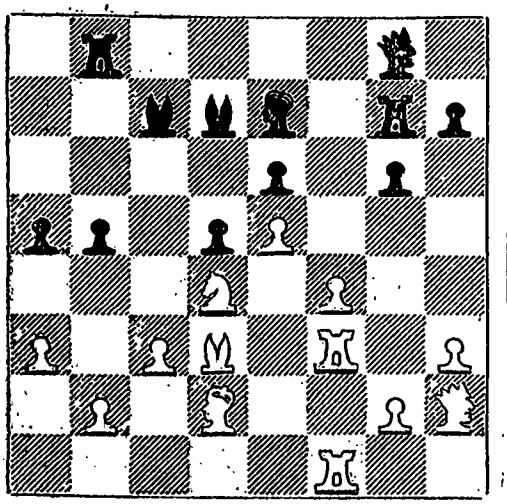
26 *W. Queen to King's 3rd.*
B. Q. Castle's Pawn 2 squares.



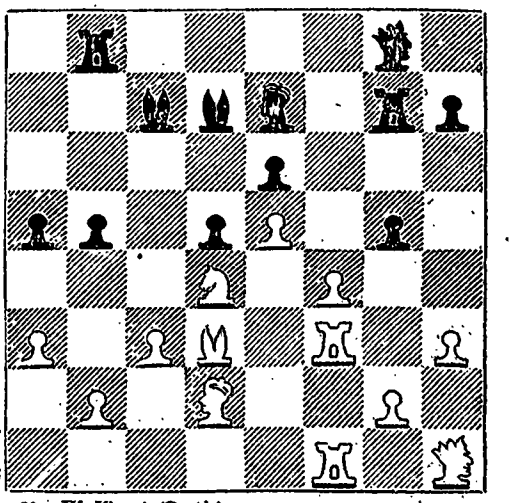
27. *W. Castle to Bishop's 3rd.*
B. Castle to Knight's 2nd.



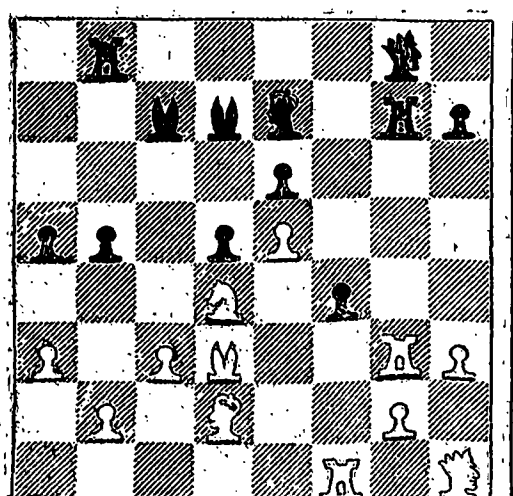
28. *W. Queen to her 2nd square.*
B. K. Bishop to Q. Bishop's 2nd.



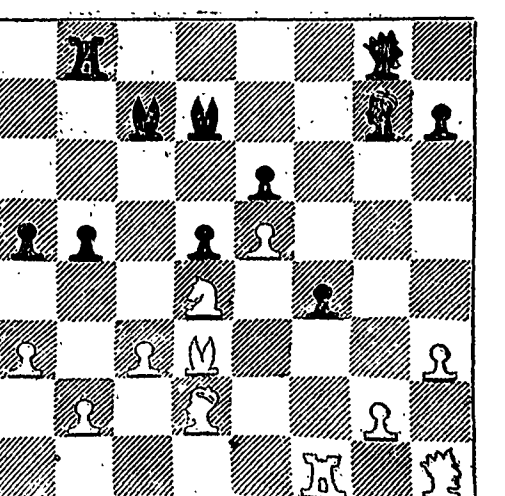
29. *W. Bishop to Queen's 3rd.*
B. Q. Castle to Knight's square.



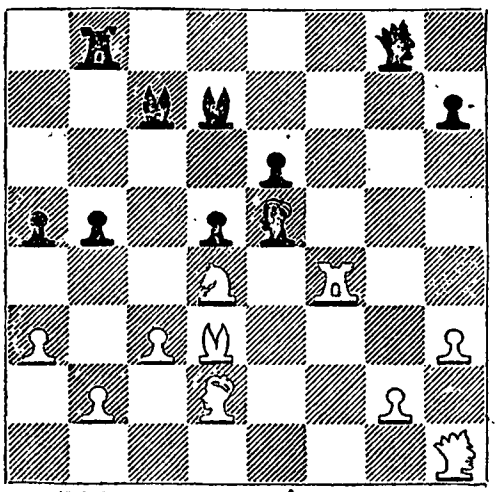
30. *W. King to Castle's square.*
B. K. Knight's Pawn 1 square.



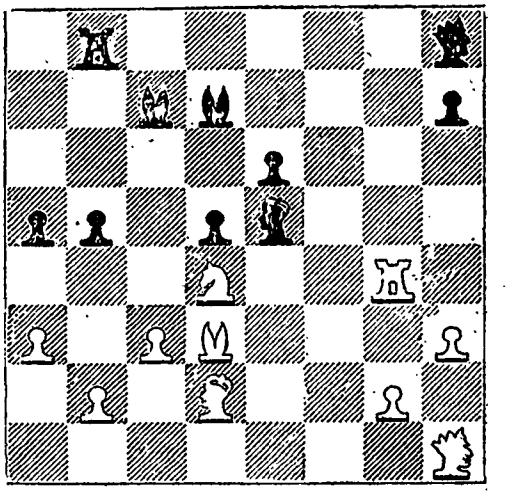
31. *W. K. Castle to Knight's 3rd.*
B. K. Knight's Pawn takes Pawn.



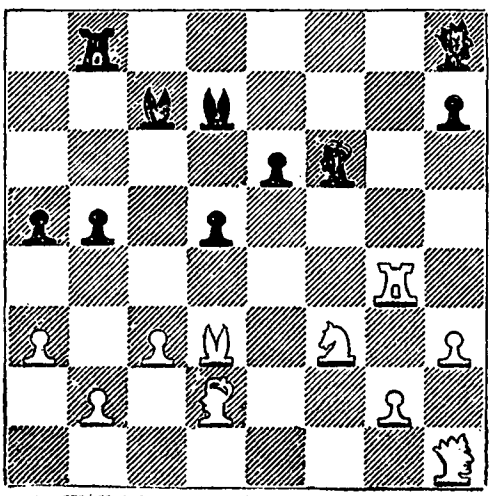
32. *W. Castle takes Castle, checking.*
B. Queen takes Castle.



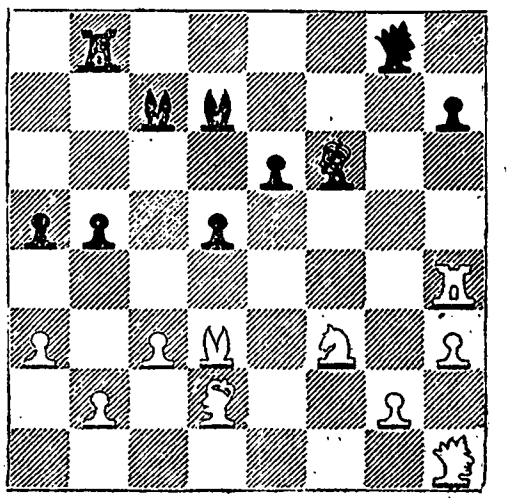
33. *W. Castle takes Pawn.*
B. Queen takes King's Pawn.



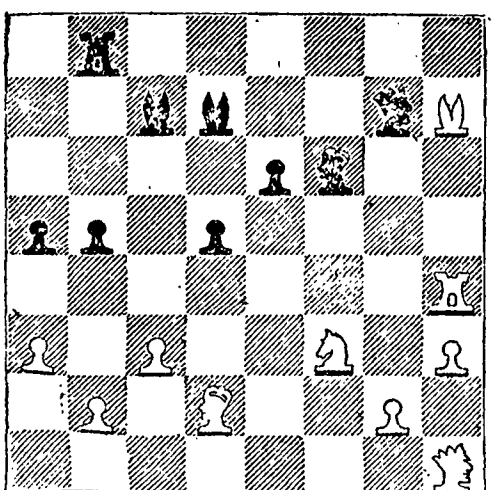
34. *W. Castle checks at K. Knight's 4th.*
B. King to Castle's square.



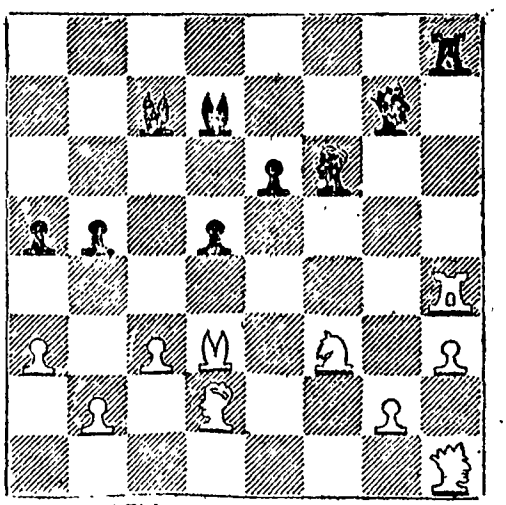
35. *W. Knight to K. Bishop's 3rd.*
B. Queen to K. Bishop's 3rd.



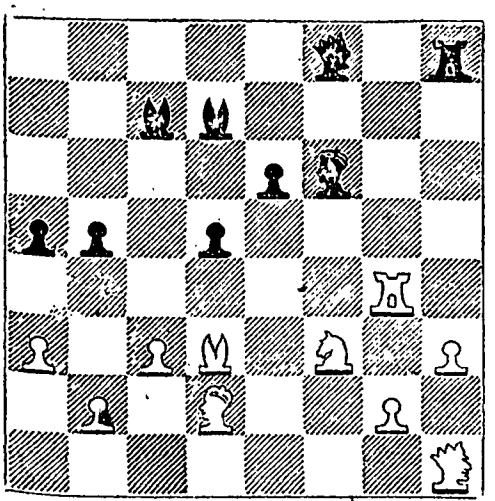
36. *W. Castle to K. Castle's 4th.*
B. King to Knight's square.



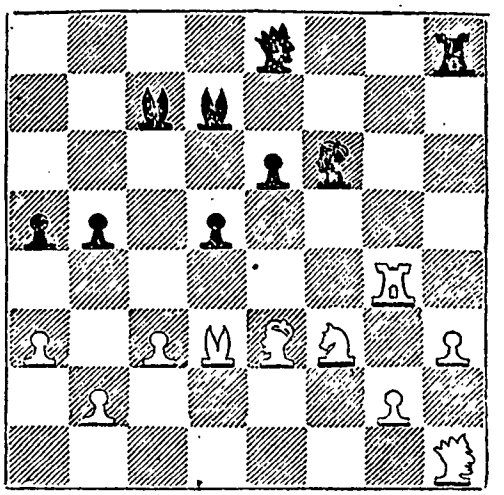
37. *W. Bishop takes Pawn, checking.*
B. King to Knight's 2nd.



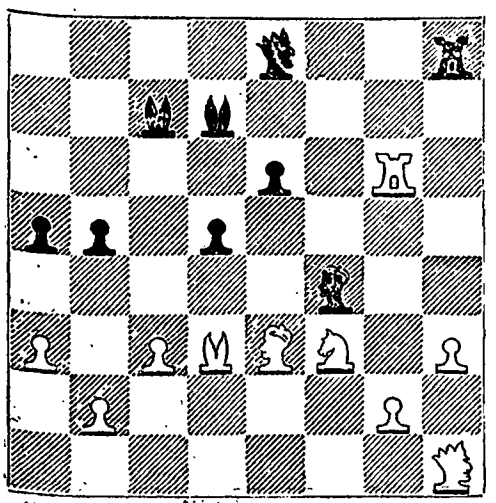
38. *W. K. Bishop to Queen's 3d.*
B. Castle to K. Castle's square.



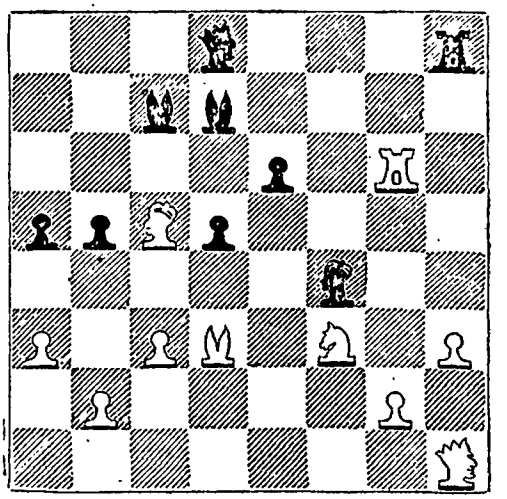
39. *W. Castle to K. Knight's 4th, checking.*
B. King to Bishop's square.



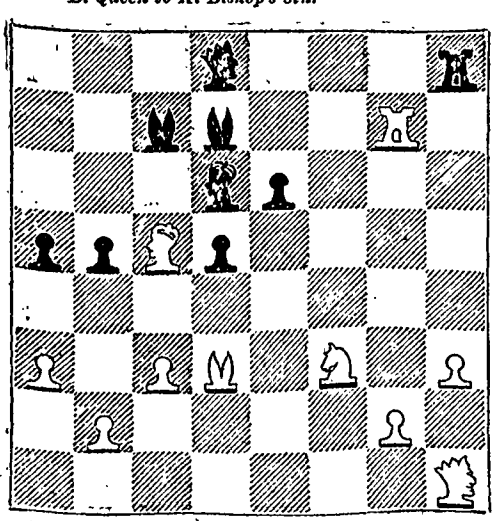
40. *W. Queen to King's 3rd.*
B. King to his square.



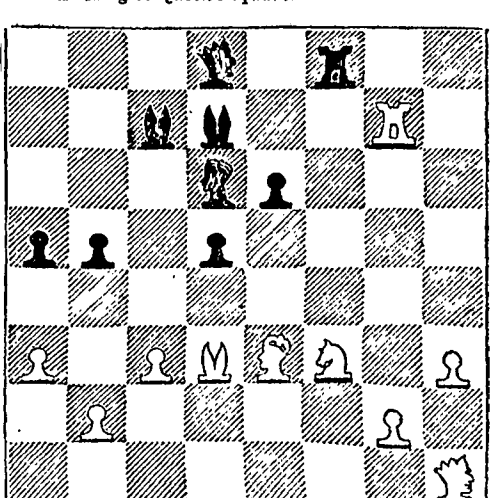
41. *W. Castle to K. Knight's 6th.*
B. Queen to K. Bishop's 5th.



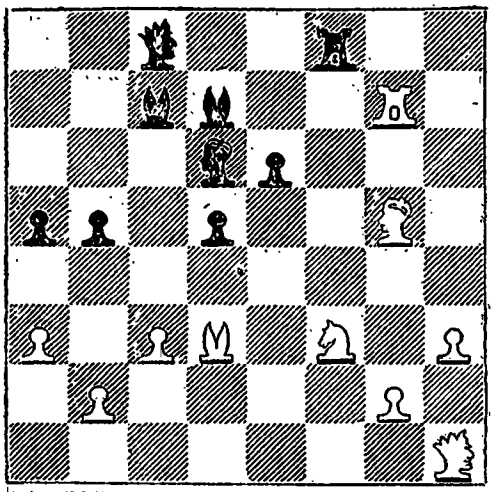
42. *W. Queen to Q. Bishop's 5th.*
B. King to Queen's square.



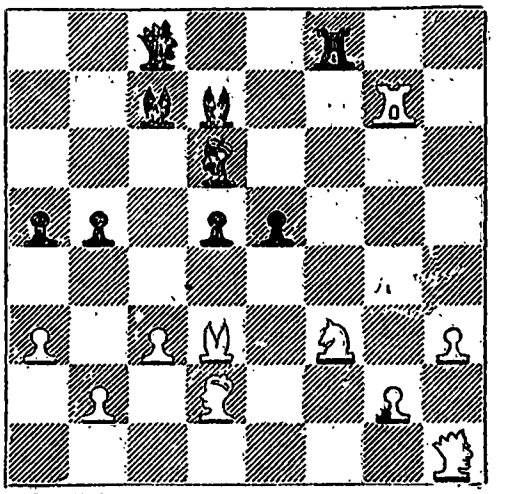
43. *W. Castle to black K. Knight's 2nd.*
B. Queen to her 3rd square.



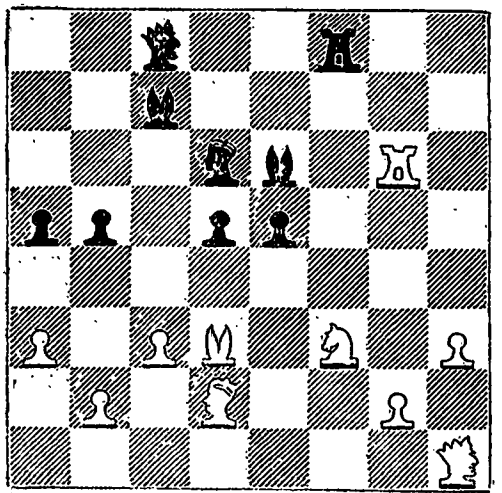
44. *W. Queen to King's 3rd.*
B. Castle to K. Bishop's square.



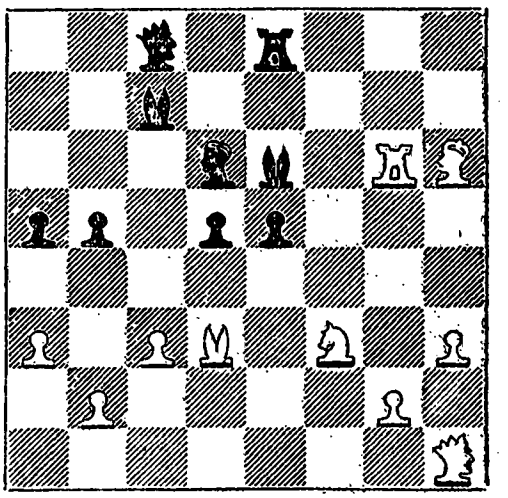
45. *W. Queen gives check.*
B. King to Q. Bishop's square.



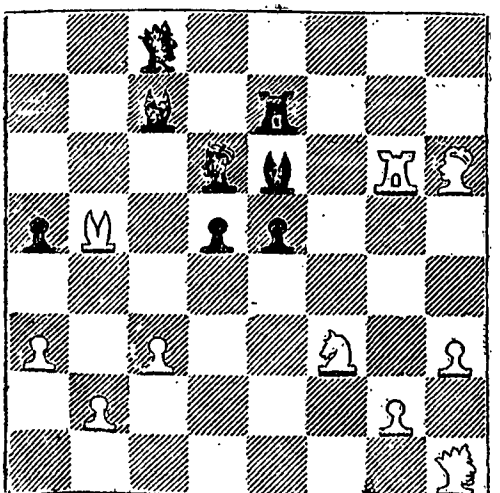
46. *W. Queen to her 2nd square.*
B. King's Pawn 1 square.



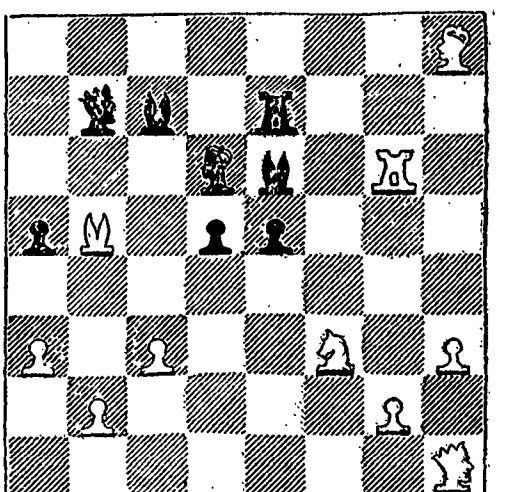
47. *W. Castle to black K. Knight's 3rd.*
B. Q. Bishop to King's 3rd.



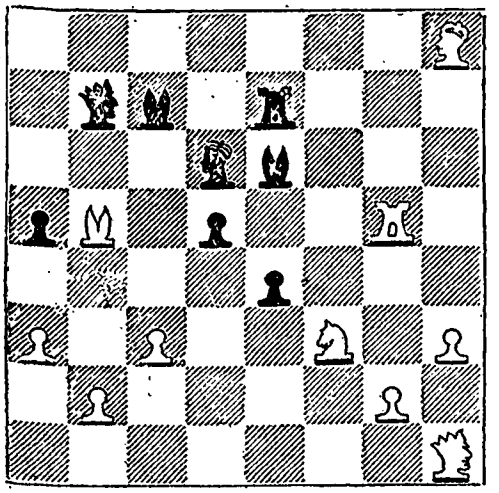
48. *W. Queen to K. Castle's 6th.*
B. Castle to King's square.



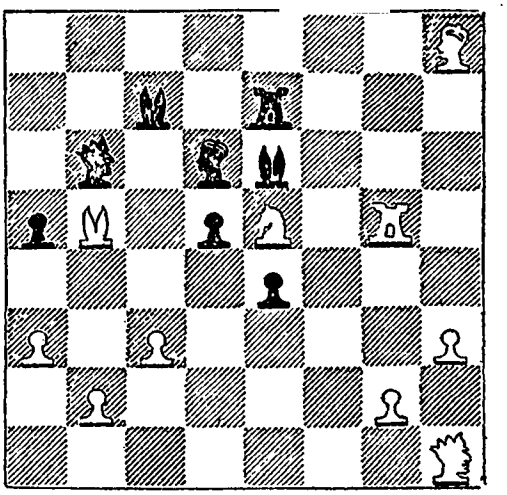
49. *W. Bishop takes Pawn.*
B. Castle to King's 2nd.



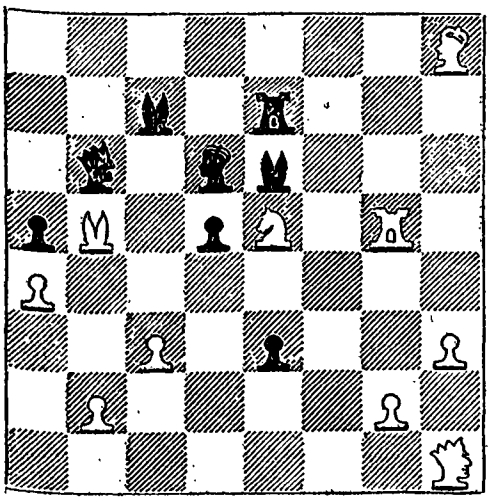
50. *W. Queen to black K. Castle's square, checking.*
B. King removes to Q. Knight's 2nd.



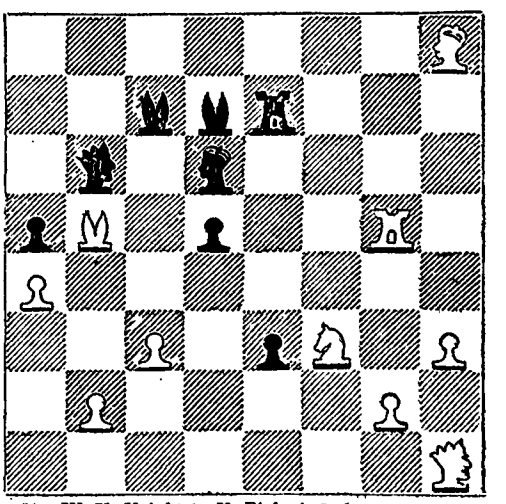
51. *W. Castle to K. Knight's 5th.*
B. King's Pawn 1 square.



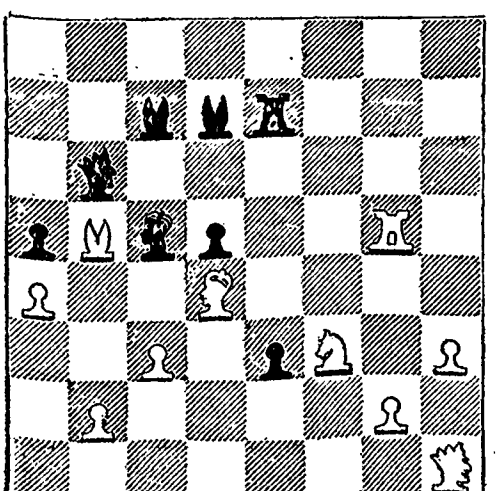
52. *W. Knight to King's 5th.*
B. King to Q. Knight's 3rd.



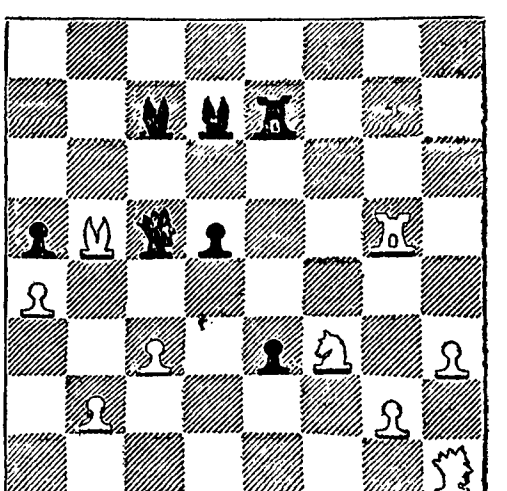
53. *W. Q. Castle's Pawn 1 square.*
B. King's Pawn 1 square.



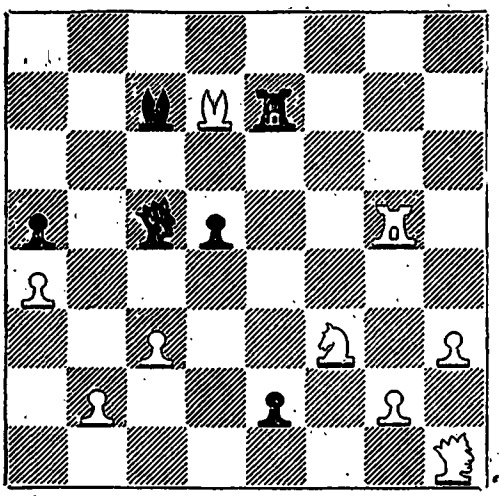
54. *W. K. Knight to K. Bishop's 3rd.*
B. Q. Bishop to Queen's 2nd.



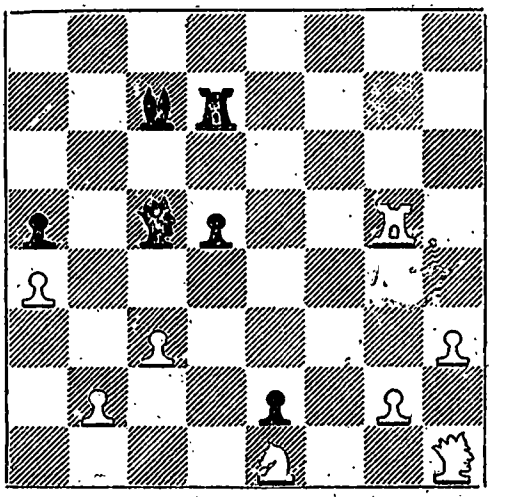
55. *W. Queen to her 4th square, checking.*
B. Queen interposes.



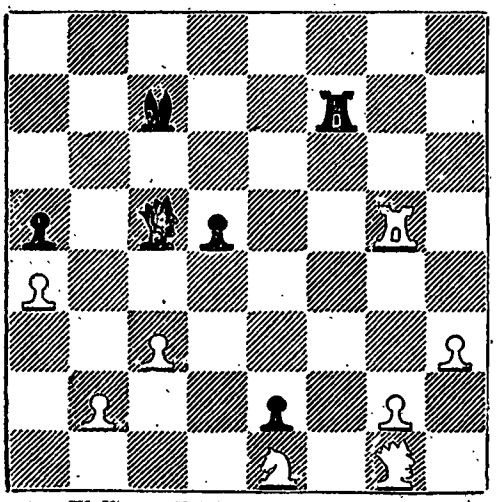
56. *W. Queen takes Queen.*
B. King takes Queen.



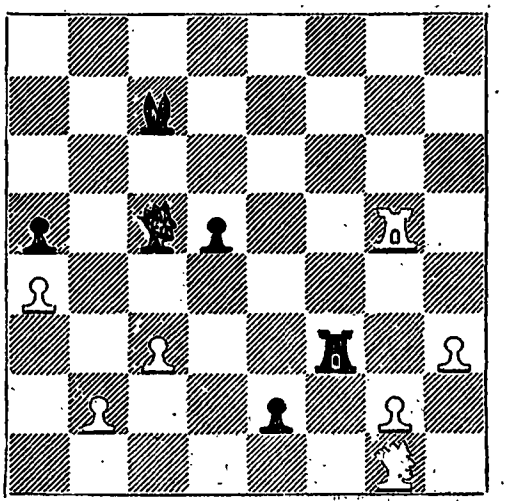
57. *W. Bishop takes Bishop.*
B. King's Pawn 1 square.



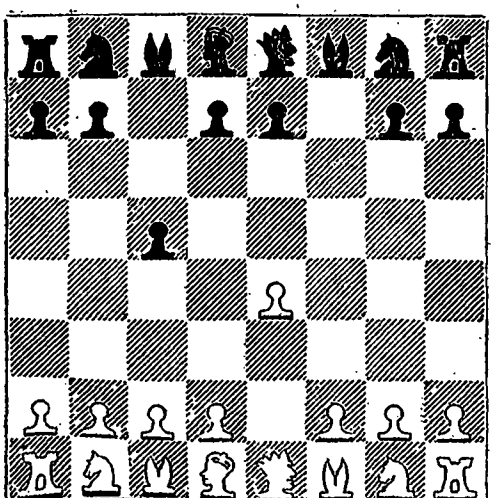
58. *W. Knight to King's square.*
B. Castle takes Bishop.



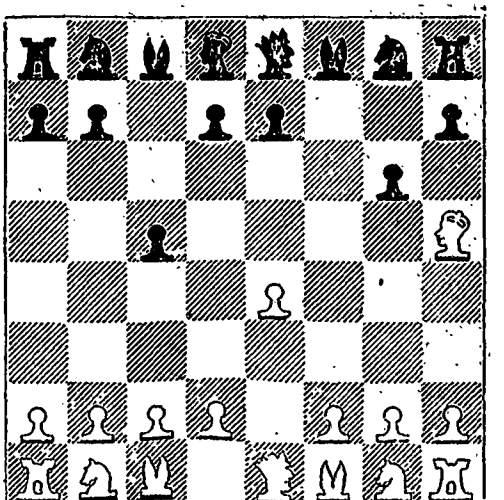
59. *W. King to Knight's square.*
B. Castle to K. Bishop's 2nd.



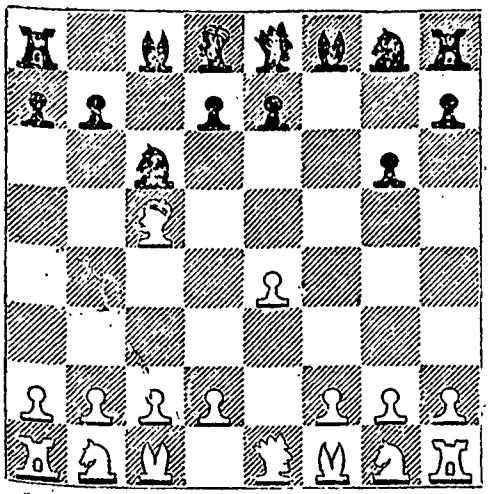
60. *W. Knight to K. Bishop's 3rd.*
B. Castle takes Knight, and wins.



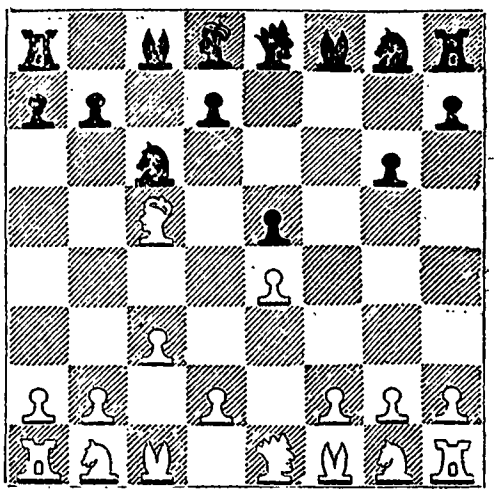
1. *W. King's Pawn 2 squares.*
B. Q. Bishop's Pawn 2 squares.



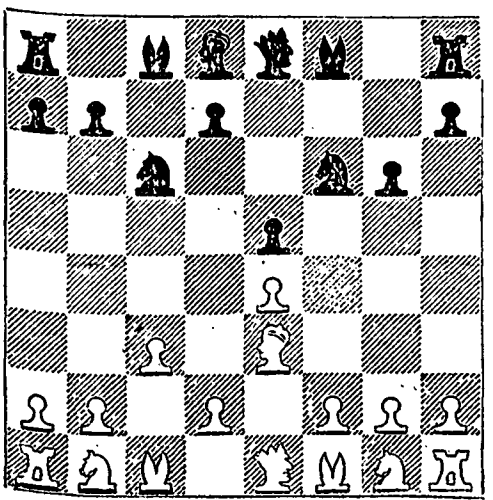
2. *W. Queen gives check.*
B. Pawn covers check.



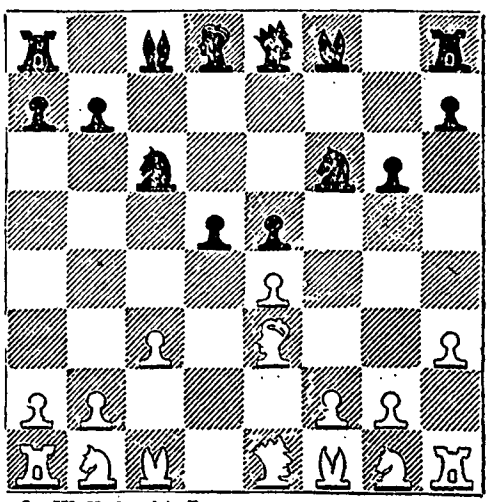
3. *W. Queen takes Q. Bishop's Pawn.*
B. Q. Knight to Bishop's 3rd.



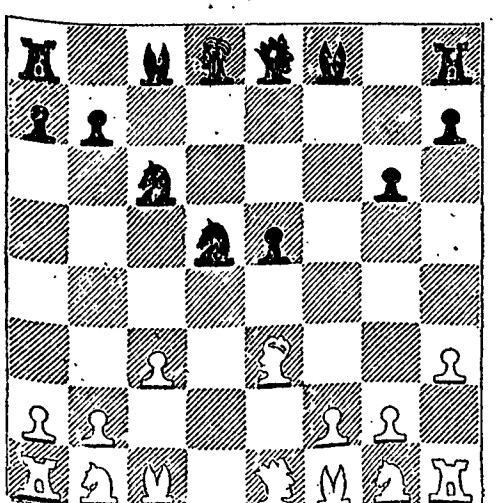
4. *W. Q. Bishop's Pawn 1 square.*
B. King's Pawn 2 squares.



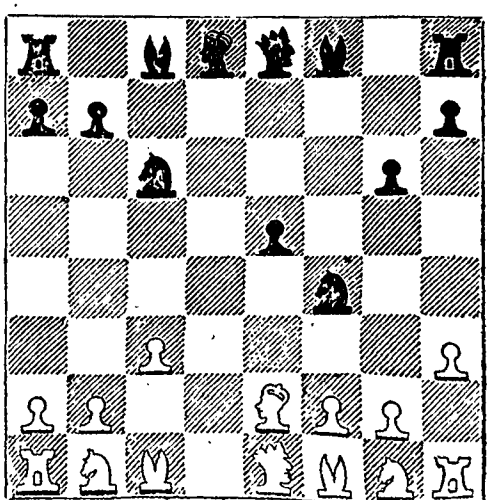
5. *W. Queen to King's 3rd.*
B. K. Knight to Bishop's 3rd.



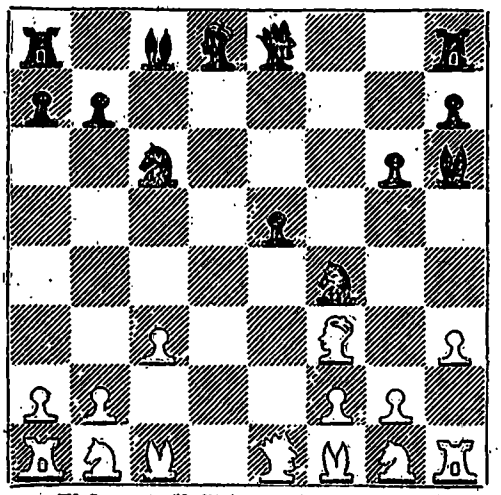
6. *W. K. Castle's Pawn 1 square.*
B. Queen's Pawn 2 squares.



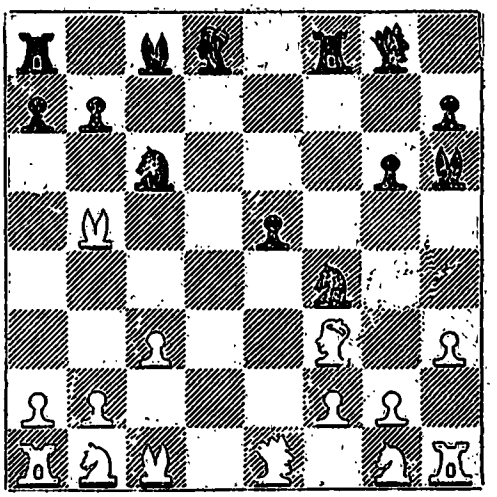
7. *W. King's Pawn takes Pawn.*
B. K. Knight takes Pawn.



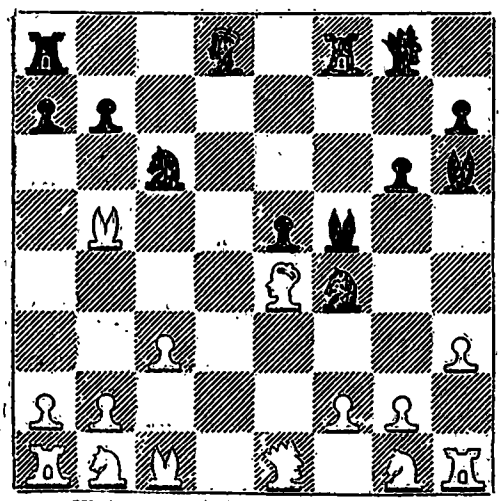
8. *W. Queen to King's 2nd.*
B. K. Knight to K. Bishop's 5th.



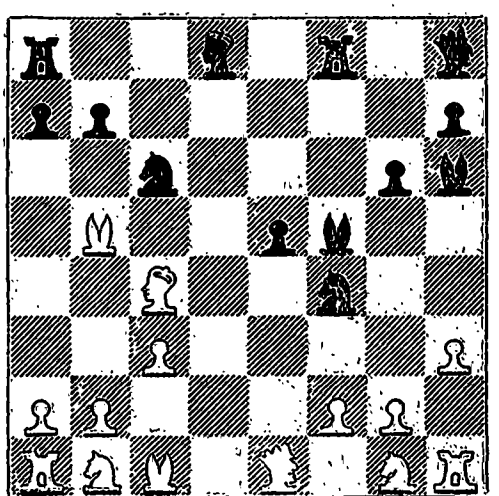
9. *W. Queen to K. Bishop's 3rd.*
B. K. Bishop to Castle's 3rd.



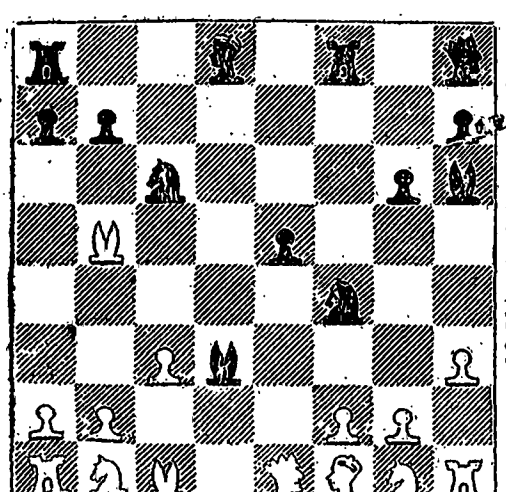
10. *W. K. Bishop to Q. Knight's 5th.*
B. King castles.



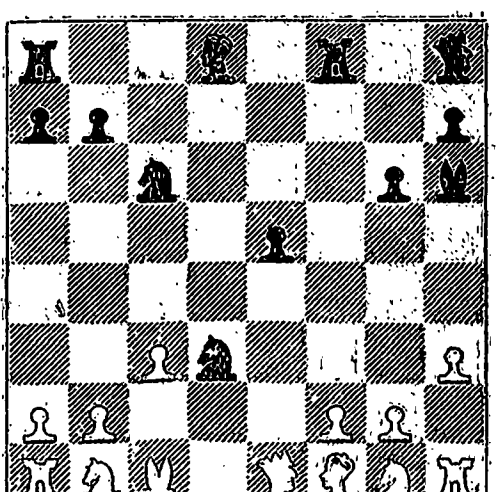
11. *W. Queen to King's 4th.*
B. Q. Bishop to K. Bishop's 4th.



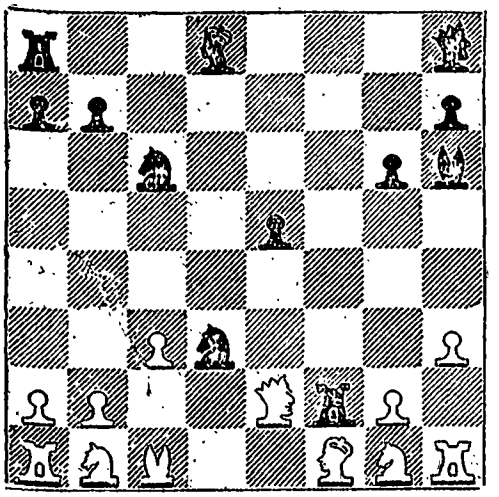
12. *W. Queen to Bishop's 4th, checking.*
B. King to Castle's square.



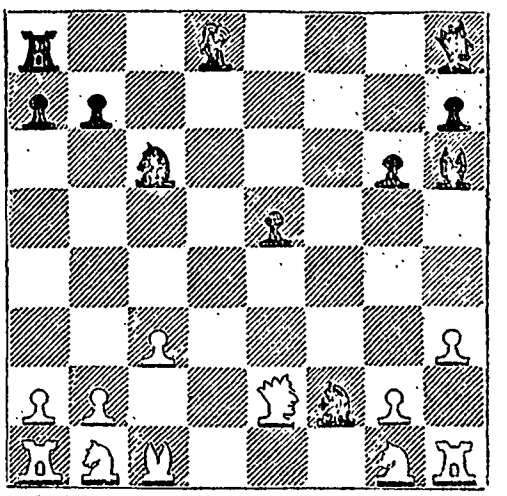
13. *W. Queen to K. Bishop's square.*
B. Q. Bishop to Queen's 6th.



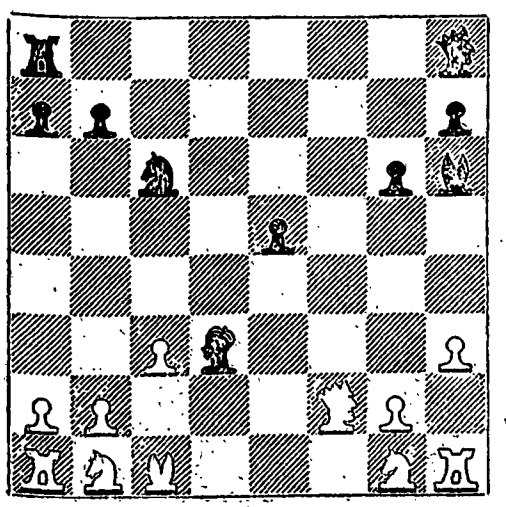
14. *W. K. Bishop takes Bishop.*
B. K. Knight takes Bishop, checking.



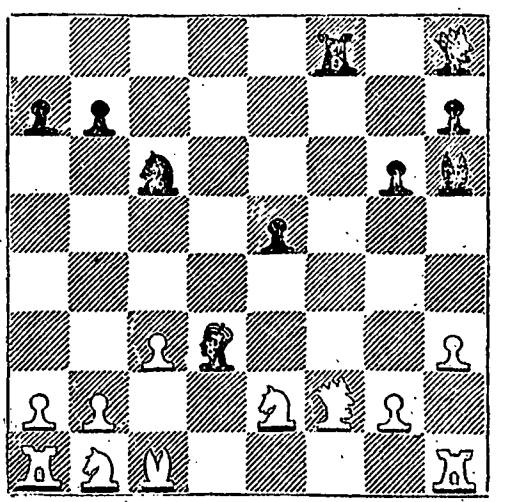
15. *W. King to his 2nd square.*
B. K. Castle takes Pawn, checking.



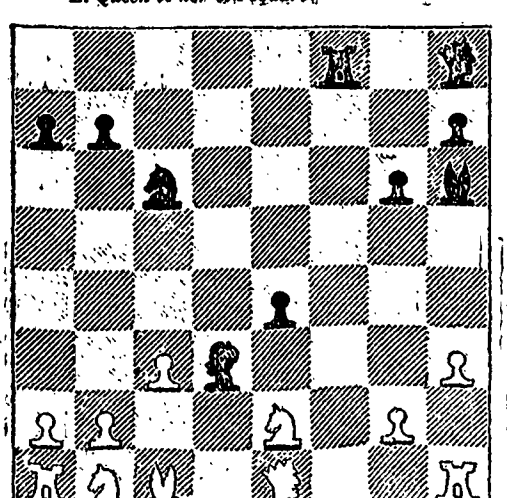
16. *W. Queen takes Castle.*
B. Knight takes Queen.



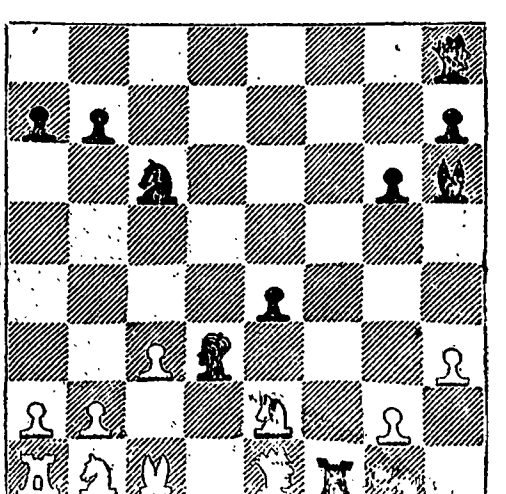
17. *W. King takes Knight.*
B. Queen to her 6th square.



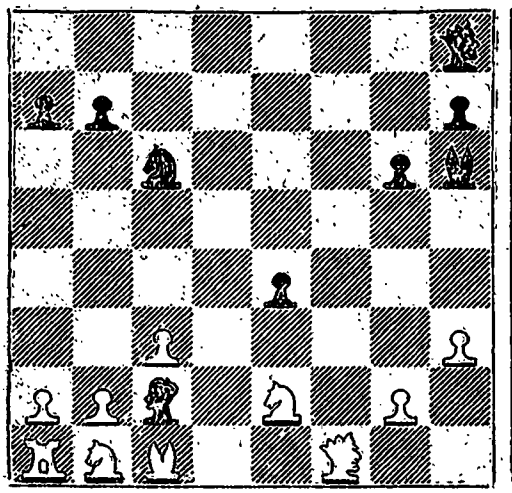
18. *W. K. Knight to King's 2nd.*
B. Castle gives check.



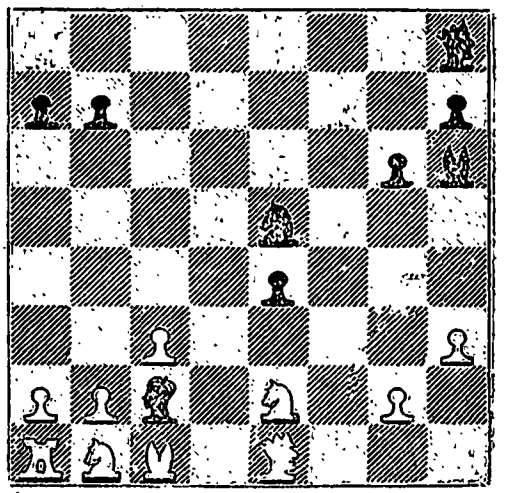
19. *W. King to his square.*
B. K. Pawn 1 square.



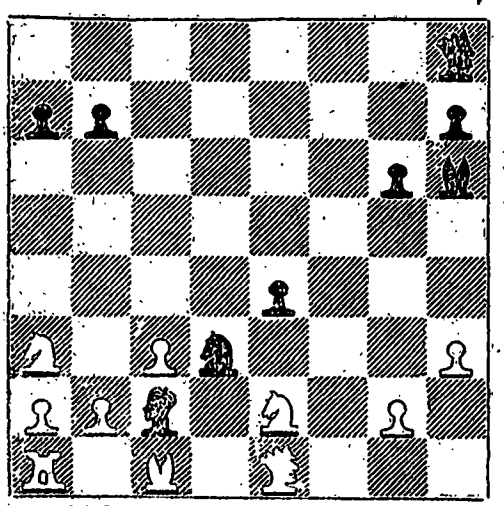
20. *W. K. Castle to K. Bishop's square.*
B. Castle takes Castle.



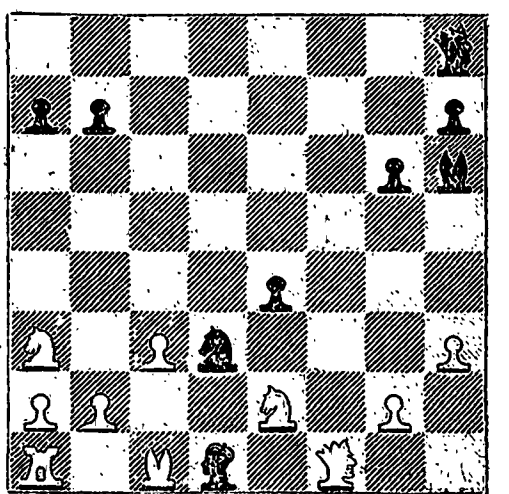
21. *W. King takes Castle.*
B. Queen to white Q. Bishop's 2nd.



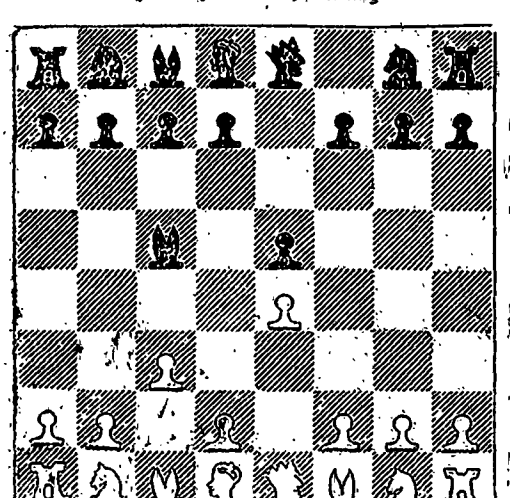
22. *W. King to his square.*
B. Knight to King's 4th.



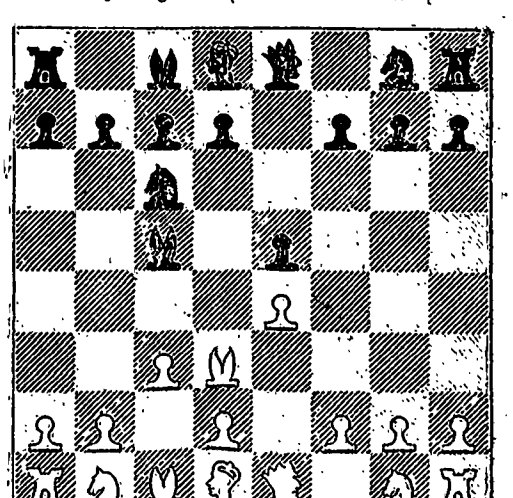
23. *W. Q. Knight to Castle's 3rd.*
B. Knight to Queen's 6th, checking.



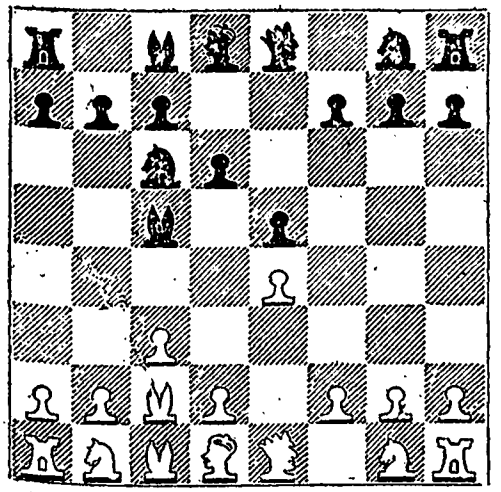
24. *W. King to Bishop's square.*
B. Queen gives Check-mate.



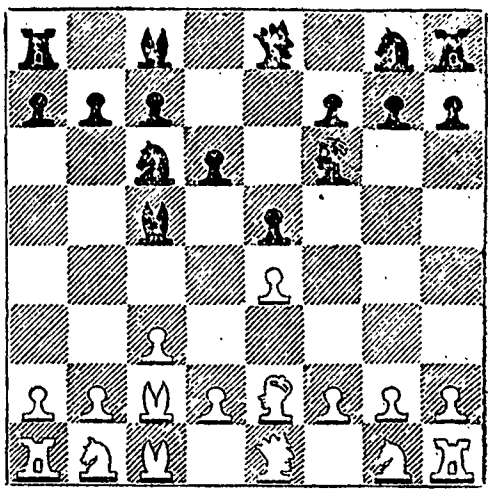
2. *B. K. Bishop to Q. Bishop's 4th.*
W. Q. Bishop's Pawn 1 square.



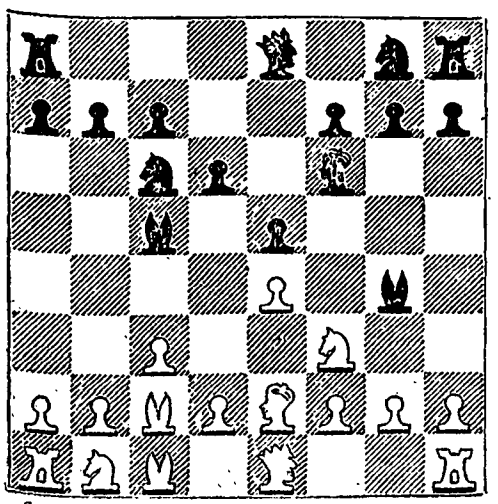
3. *B. Q. Knight to Bishop's 3rd.*
W. K. Bishop to Queen's 3rd.



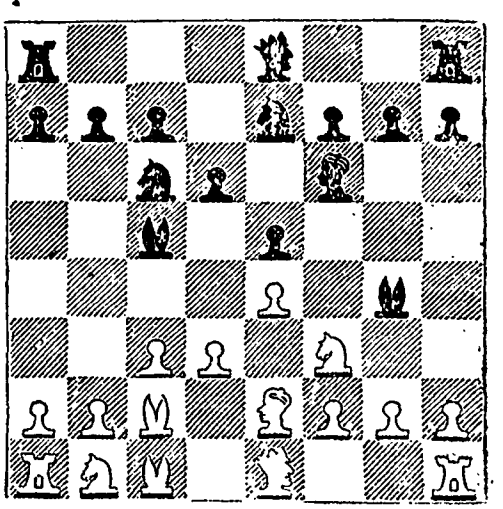
4. *B. Queen's Pawn* 1 *square.*
W. K. Bishop to Q. Bishop's 2*nd.*



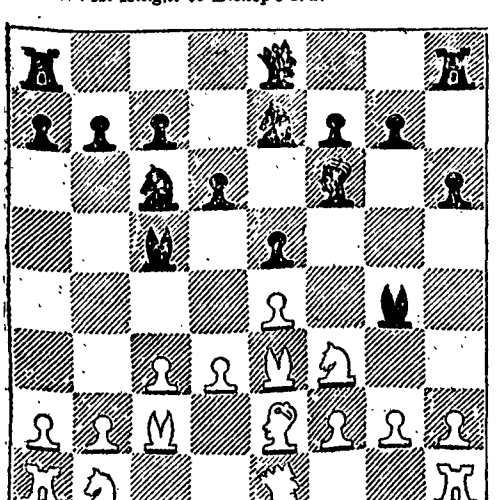
5. *B. Queen to K. Bishop's* 3*rd.*
W. Queen to King's 2*nd.*



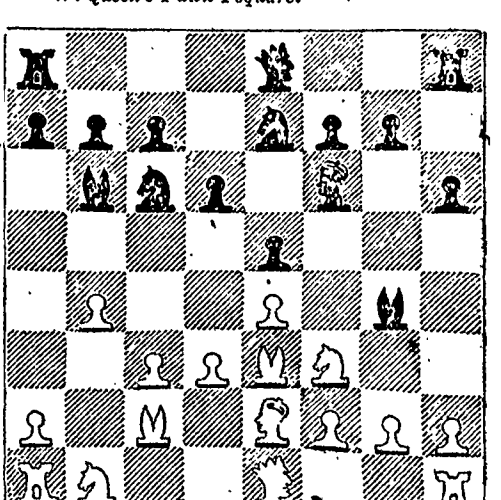
6. *B. Q. Bishop to K. Knight's* 5*th.*
W. K. Knight to Bishop's 3*rd.*



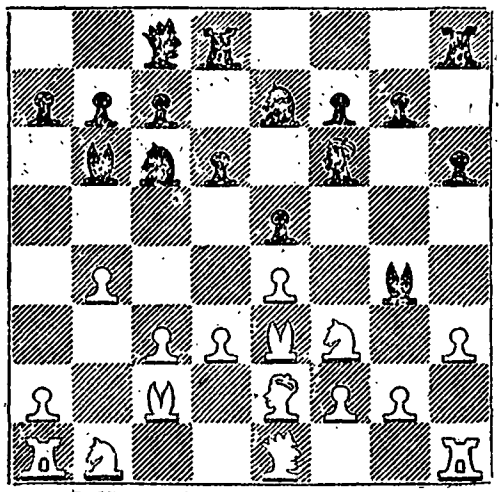
7. *B. K. Knight to King's* 2*nd.*
W. Queen's Pawn 1 *square.*



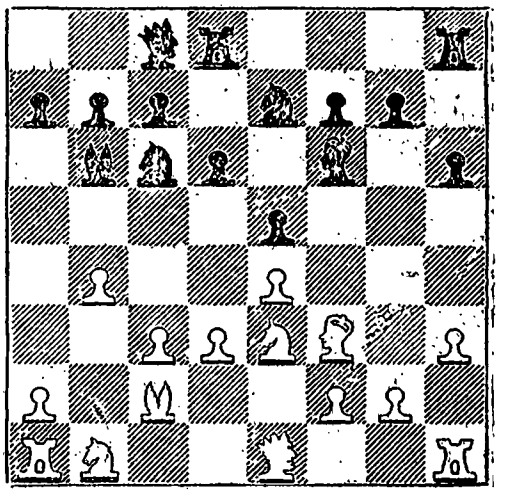
8. *B. K. Castle's Pawn* 1 *square.*
W. Q. Bishop to King's 3*rd.*



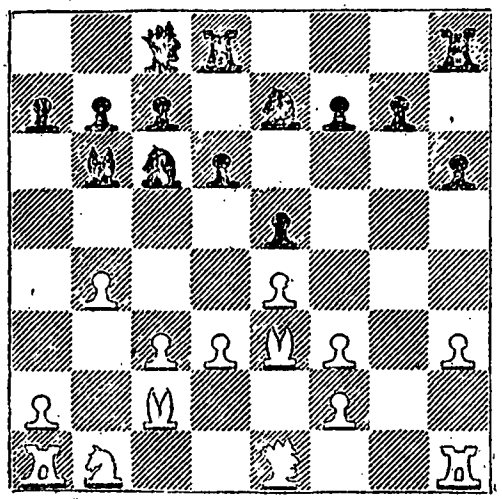
9. *B. K. Bishop to Q. Knight's* 3*rd.*
W. Q. Knight's Pawn 2 *squares.*



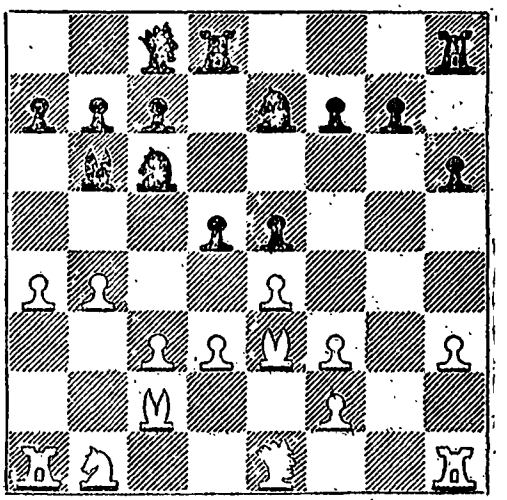
10. *B. King castles with Queen's Castle.*
W. K. Castle's Pawn 1 square.



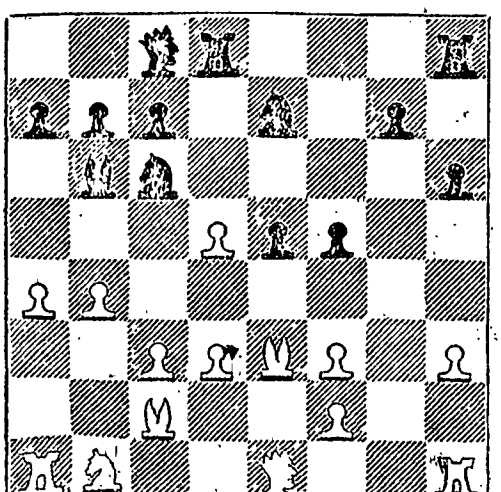
11. *B. Q. Bishop takes Knight.*
W. Queen takes Bishop.



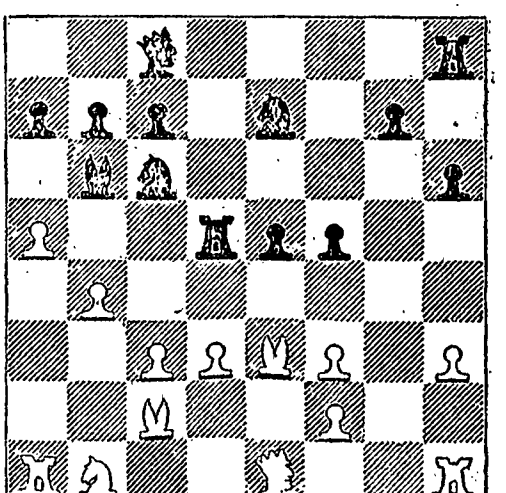
12. *B. Queen takes Queen.*
W. Pawn takes Queen.



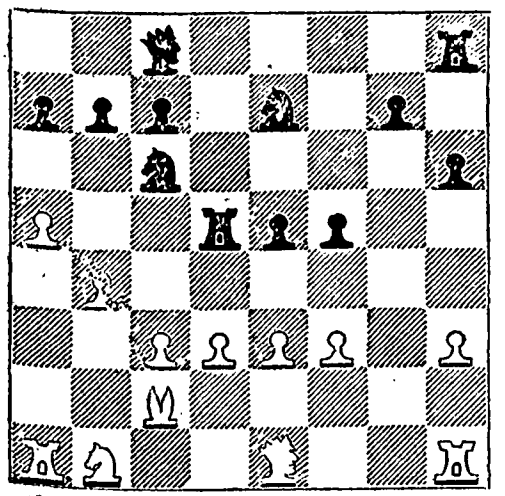
13. *B. Queen's Pawn 1 square.*
W. Q. Castle's Pawn 2 squares.



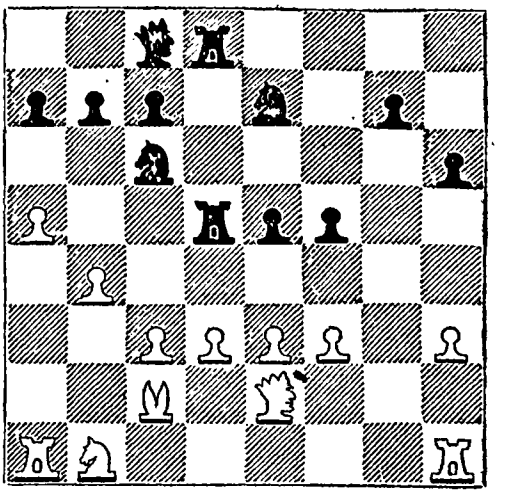
14. *B. K. Bishop's Pawn 2 squares.*
W. Pawn takes Queen's Pawn.



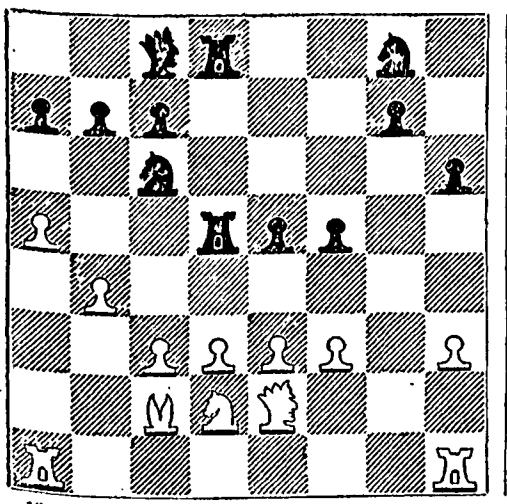
15. *B. Q. Castle takes Pawn.*
W. Q. Castle's Pawn 1 square.



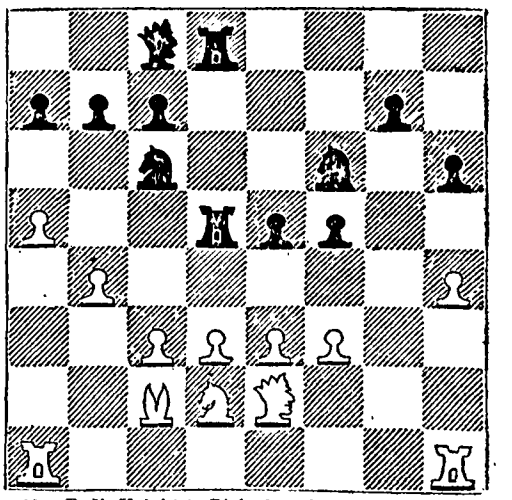
16. *B. Bishop takes Bishop.*
W. K. Bishop's Pawn takes Bishop.



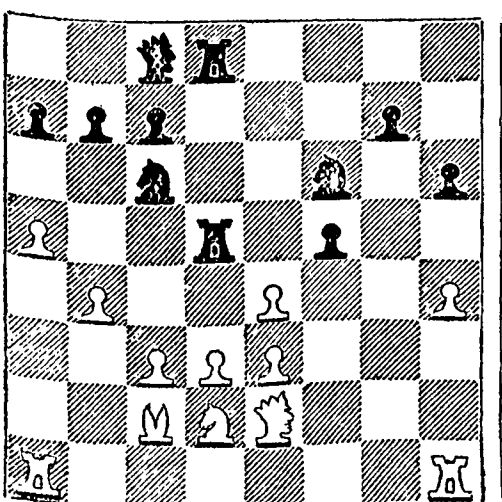
17. *B. K. Castle to Queen's square.*
W. King to his 2nd square.



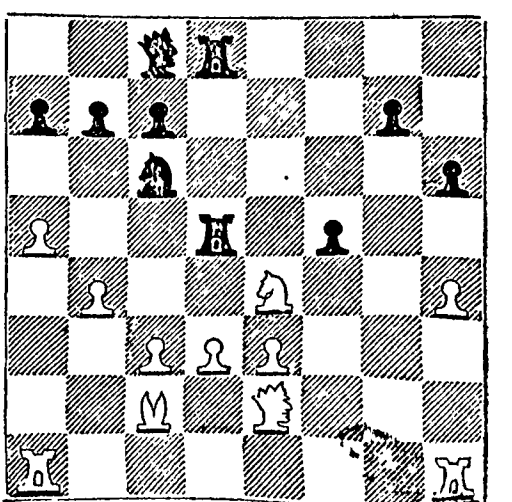
18. *B. K. Knight to his square.*
W. Q. Knight to Queen's 2nd.



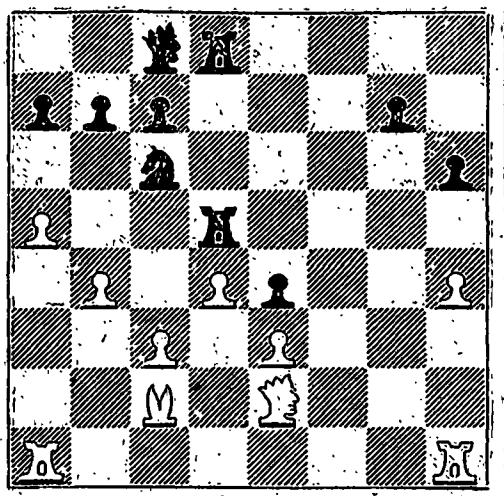
19. *B. K. Knight to Bishop's 3rd.*
W. K. Castle's Pawn 1 square.



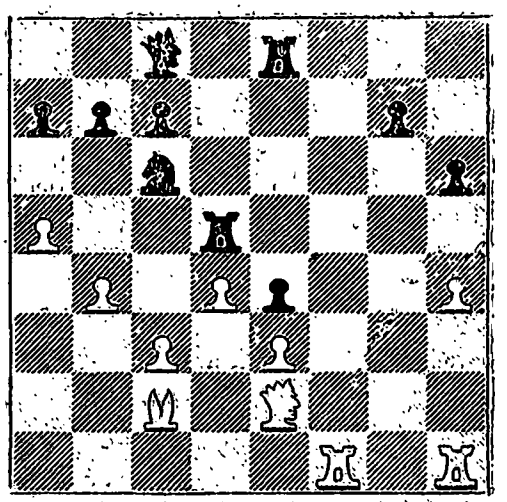
20. *B. King's Pawn 1 square.*
W. K. Bishop's Ate Pawn takes Pawn.



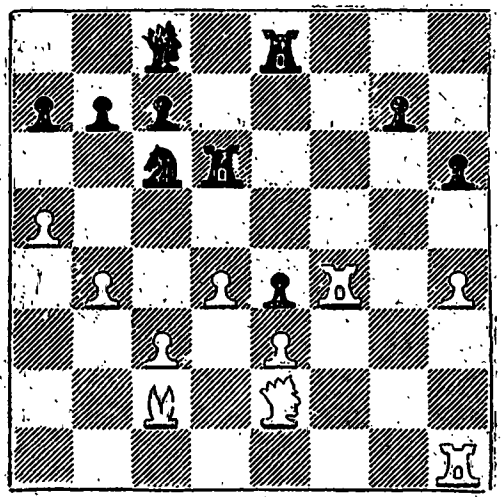
21. *B. K. Knight takes Pawn.*
W. Knight takes Knight.



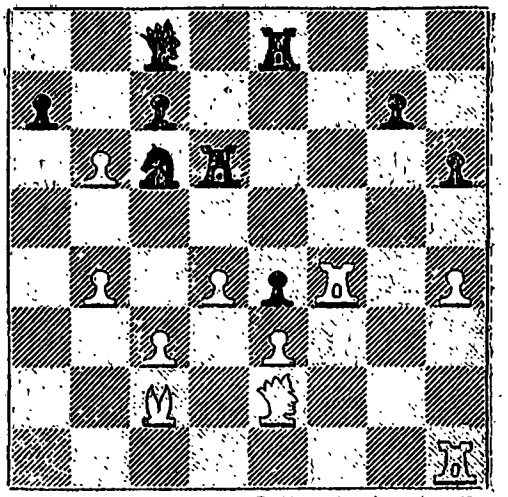
22. *B. K. Bishop's Pawn takes Knight.*
W. Queen's Pawn 1 square.



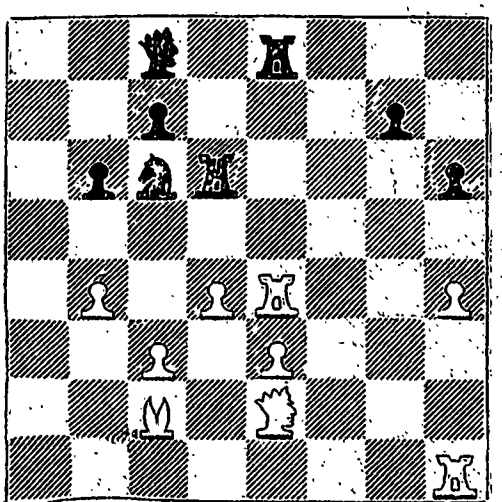
23. *B. K. Castle to King's square.*
W. Q. Castle to K. Bishop's square.



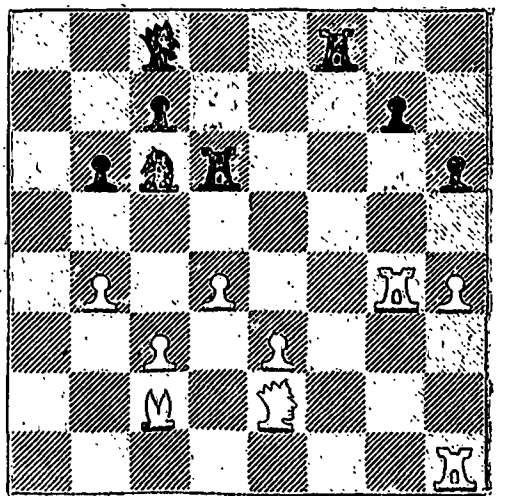
24. *B. Q. Castle to Queen's 3rd.*
W. Q. Castle to K. Bishop's 4th.



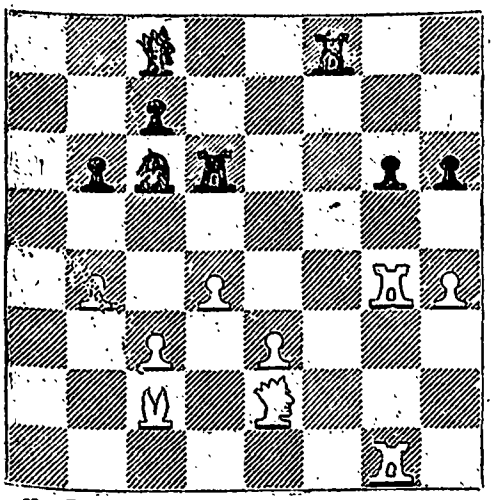
25. *B. Q. Knight's Pawn 1 square.*
W. Pawn takes Pawn.



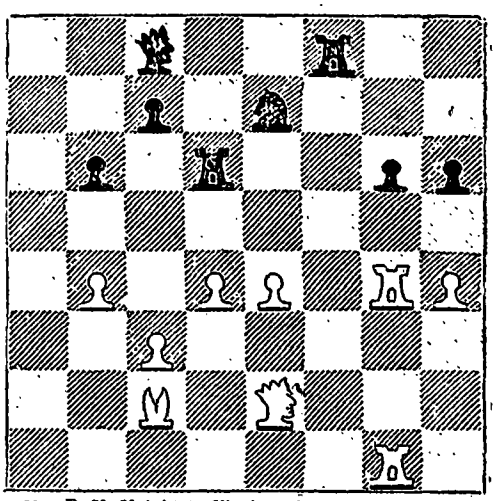
26. *B. Q. Castle's Pawn takes Pawn.*
W. Q. Castle takes King's Pawn.



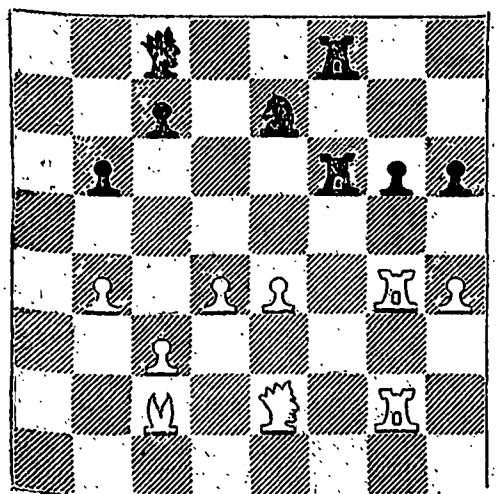
27. *B. K. Castle to Bishop's square.*
W. Q. Castle to K. Knight's 4th.



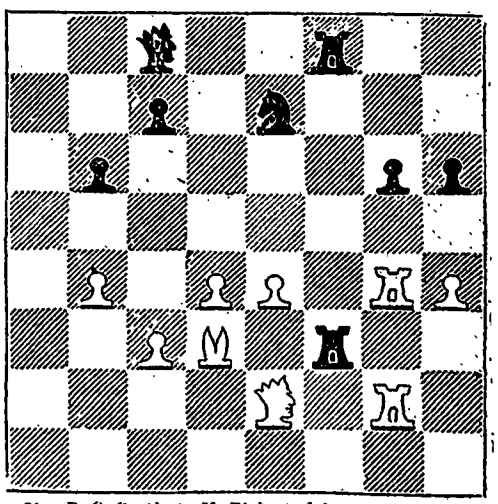
28. *B. K. Knight's Pawn* 1 *square.*
W. K. Castle to Knight's square.



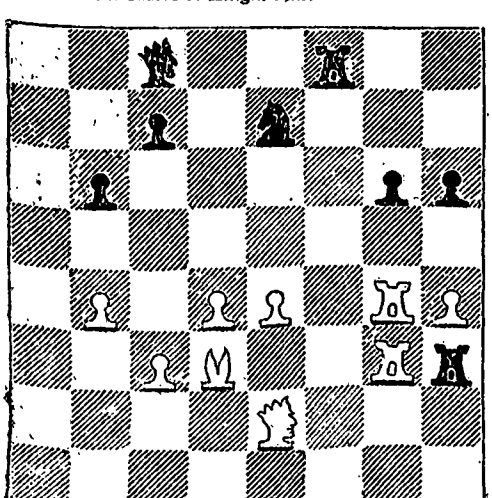
29. *B. K. Knight to King's 2nd.*
W. Pawn in King's file 1 *square.*



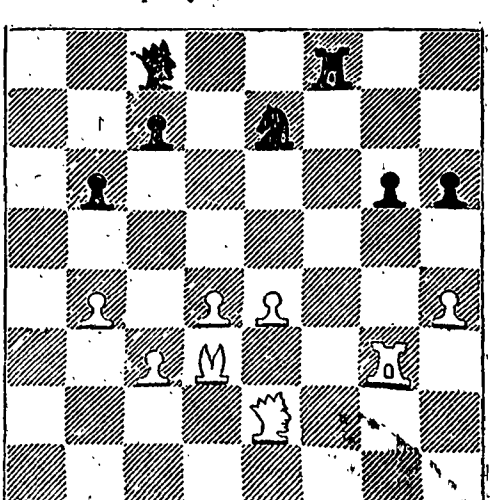
30. *B. Q. Castle to K. Bishop's 3rd.*
W. K. Castle to Knight's 2nd.



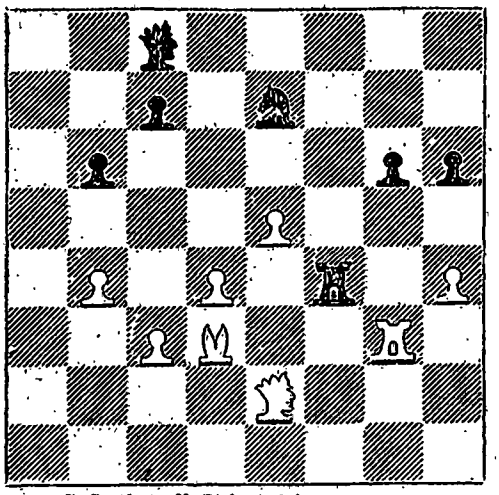
31. *B. Q. Castle to K. Bishop's 6th.*
W. Bishop to Queen's 3rd.



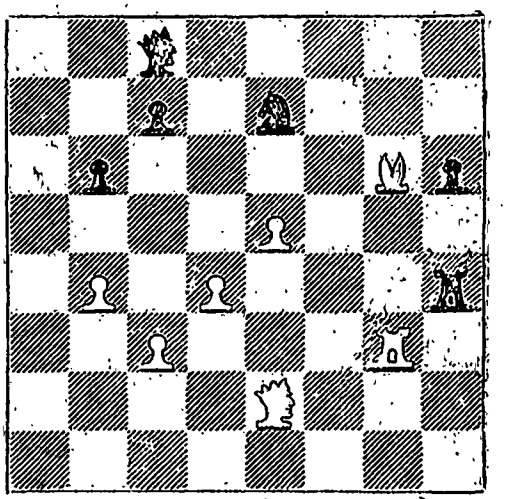
32. *B. Q. Castle to K. Castle's 6th.*
W. K. Castle to Knight's 3rd.



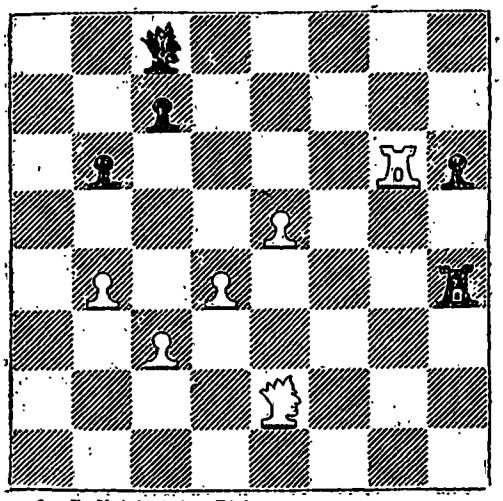
33. *B. Castle takes Castle.*
W. Castle takes Castle.



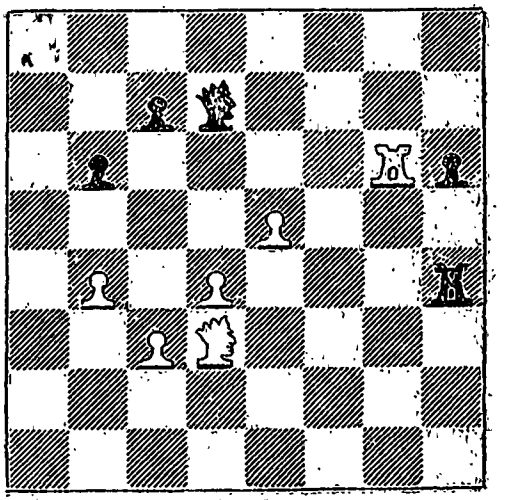
34. *B. Castle to K. Bishop's 5th.*
W. King's file Pawn 1 square.



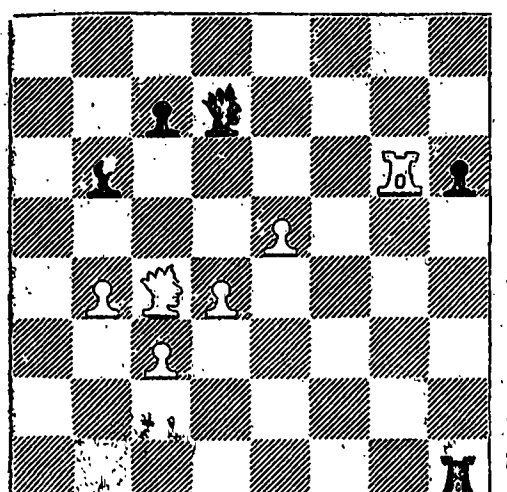
35. *B. Castle takes K. Castle's Pawn.*
W. Bishop takes Pawn.



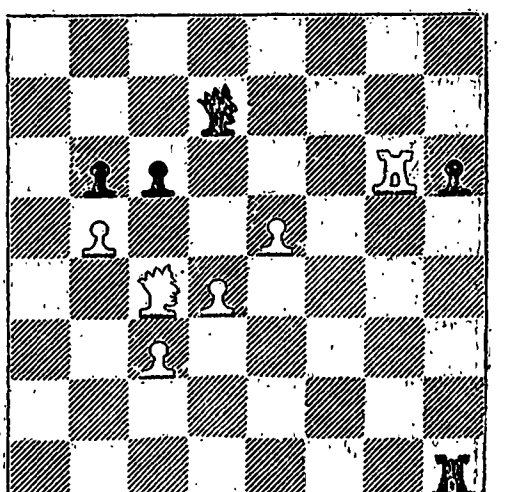
36. *B. Knight takes Bishop.*
W. Castle takes Knight.



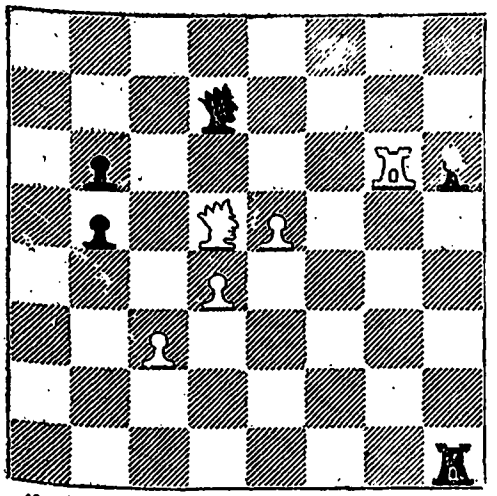
37. *B. King to Queen's 2nd.*
W. King to Queen's 3rd.



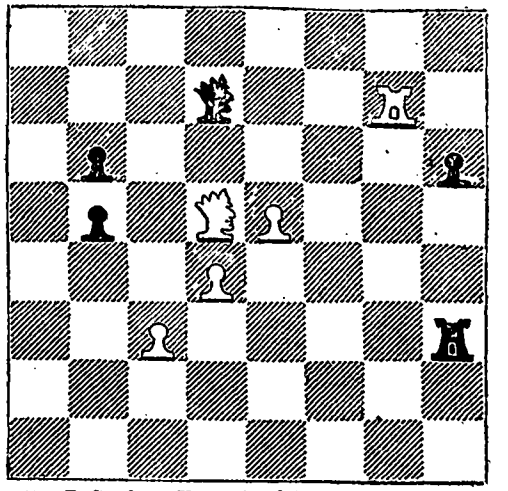
38. *B. Castle to white King's Castle's square.*
W. King to Q. Bishop's 4th.



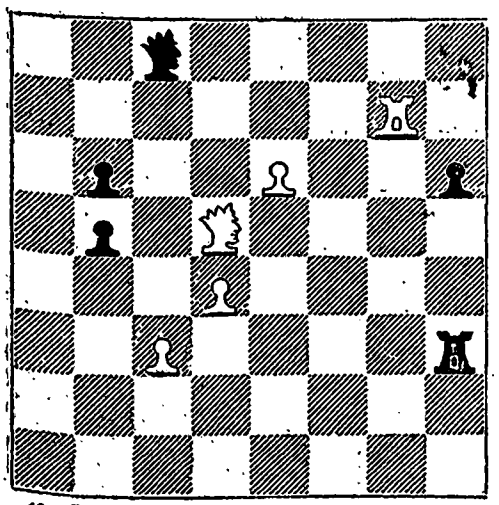
39. *B. Q. Bishop's Pawn 1 square.*
W. Q. Knight's Pawn 1 square.



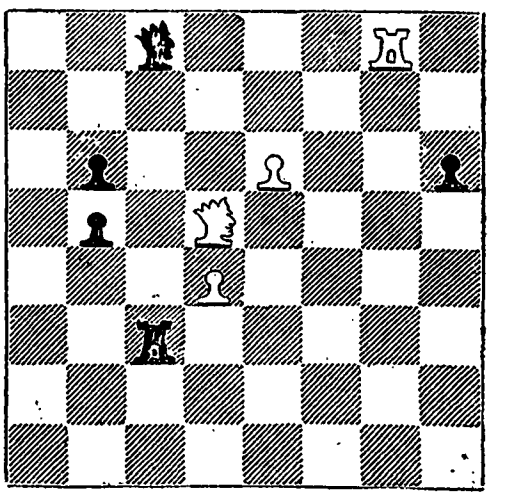
40. *B. Q. Bishop's Pawn takes Pawn, checking.*
W. King to Queen's 5th.



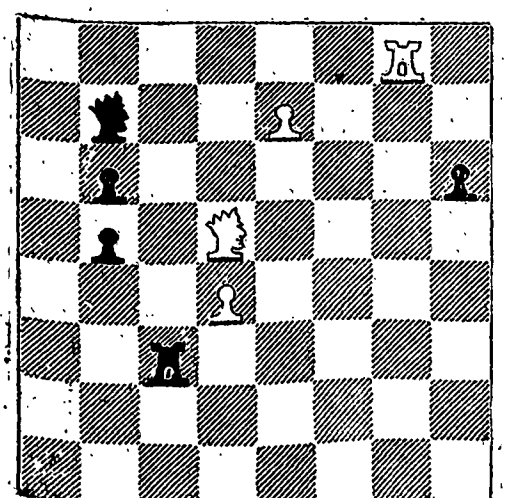
41. *B. Castle to K. Castle's 6th.*
W. Castle to black K. Knight's 2nd, checking.



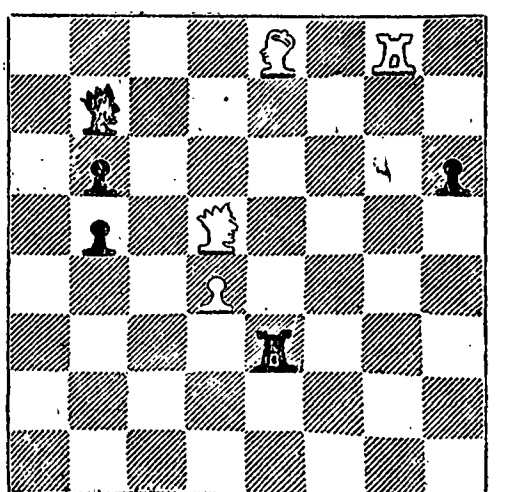
42. *B. King to Q. Bishop's square.*
W. Pawn to black King's 3rd.



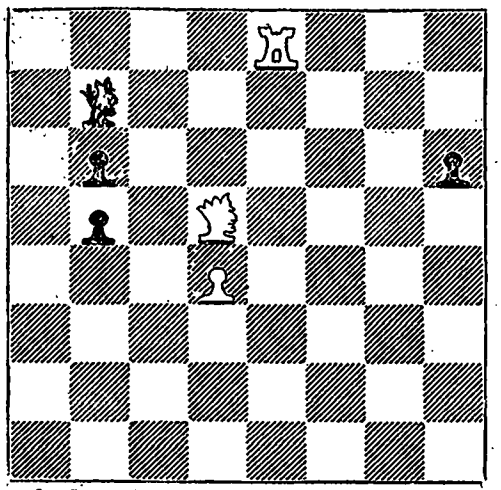
43. *B. Castle takes Pawn.*
W. Castle to black K. Knight's square, checking.



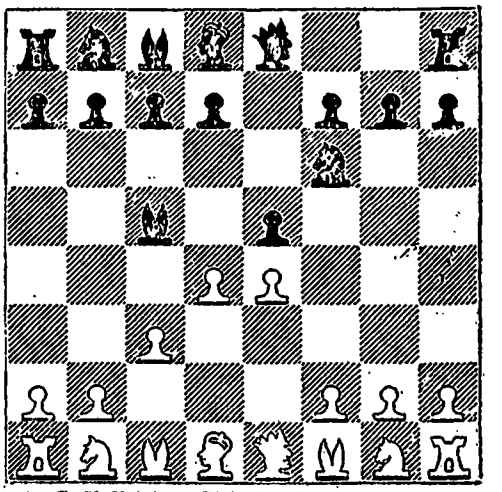
44. *B. King to Q. Knight's 2nd.*
W. Pawn to black King's 2nd.



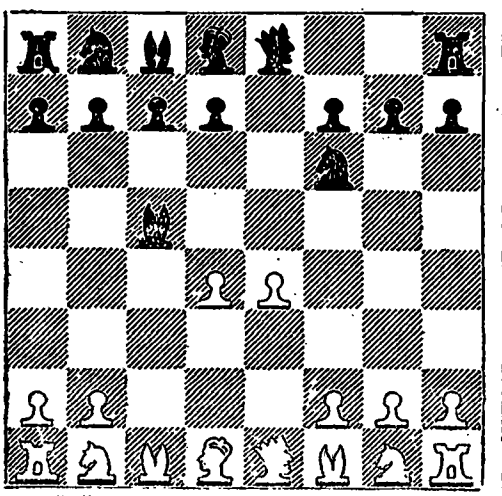
45. *B. Castle to white King's 3rd.*
W. Pawn calls a Queen.



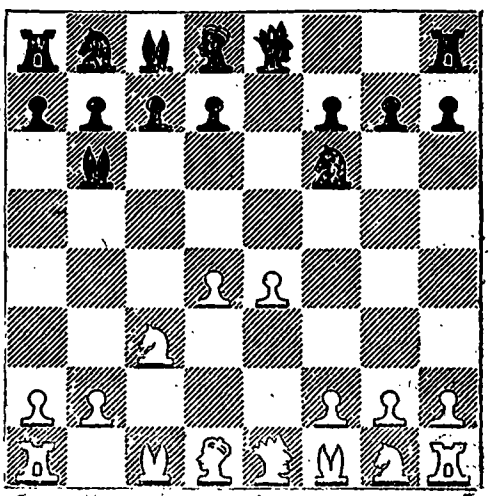
46. *B. Castle takes Queen.*
W. Castle takes Castle, and wins.



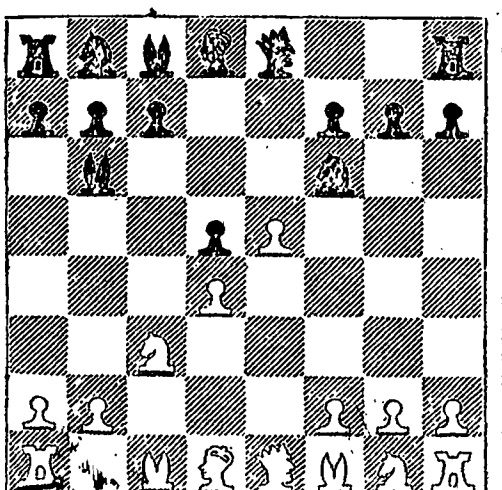
3. *B. K. Knight to Bishop's 3rd.*
W. Queen's Pawn 2 squares.



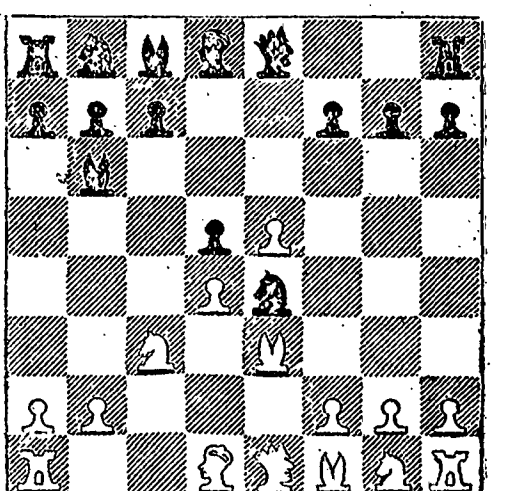
4. *B. Pawn takes Pawn.*
W. Pawn takes Pawn.



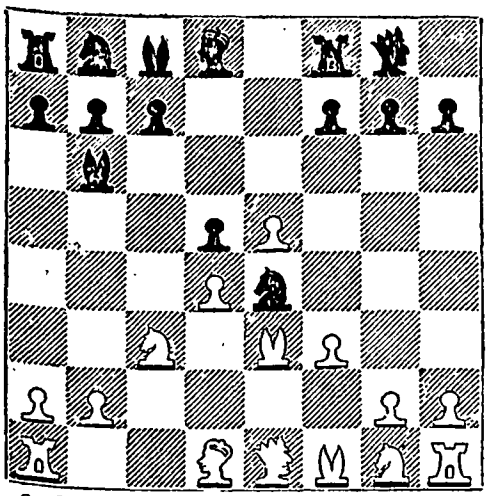
5. *B. K. Bishop to Q. Knight's 3rd.*
W. Q. Knight to Bishop's 3rd.



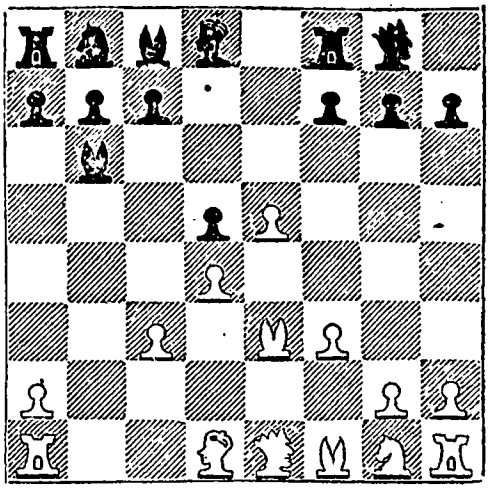
6. *B. Queen's Pawn 2 squares.*
W. King's Pawn 1 square.



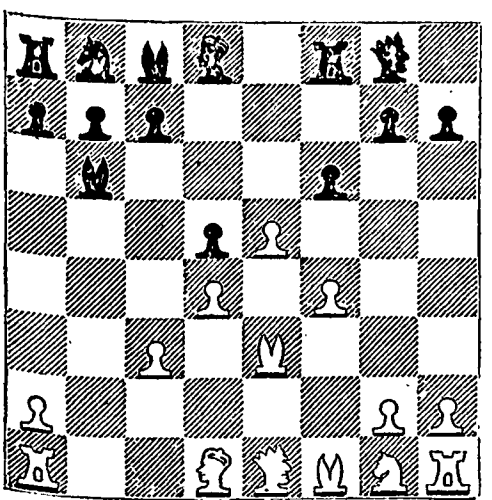
7. *B. Knight to King's 5th.*
W. Q. Bishop to King's 3rd.



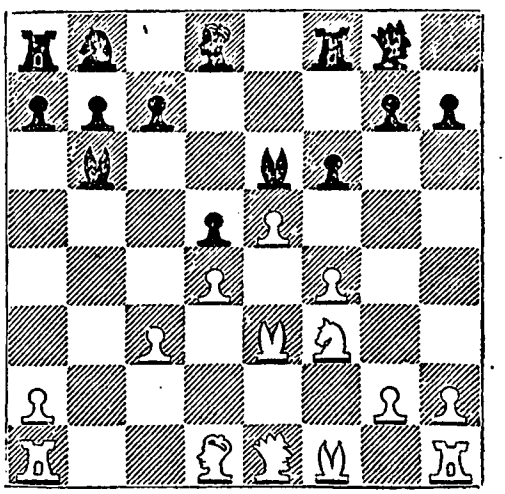
8. *B. King castles.*
W. K. Bishop's Pawn 1 square.



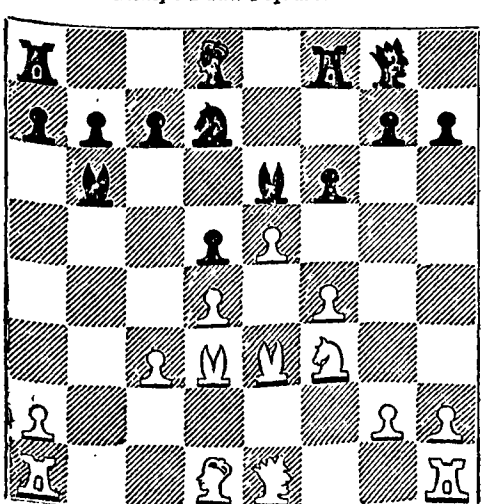
9. *B. Knight takes Knight.*
W. Pawn takes Knight.



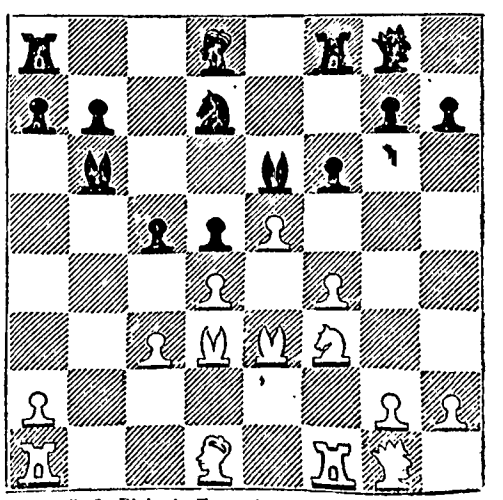
10. *B. K. Bishop's Pawn 1 square.*
W. K. Bishop's Pawn 1 square.



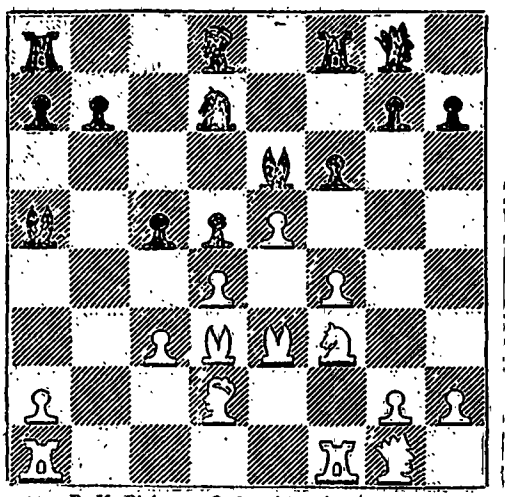
11. *B. Q. Bishop to King's 3rd.*
W. K. Knight to Bishop's 3rd.



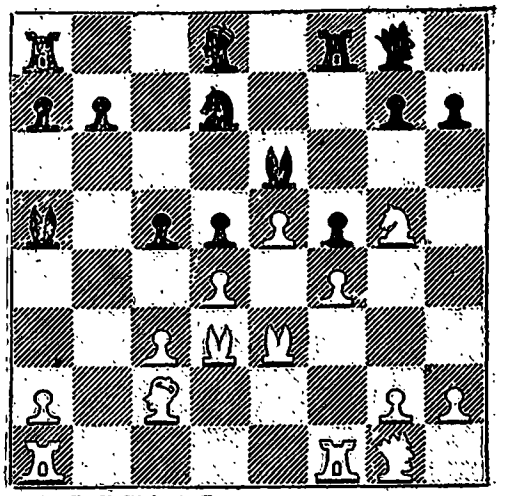
12. *B. Q. Knight to Queen's 2nd.*
W. K. Bishop to Queen's 3rd.



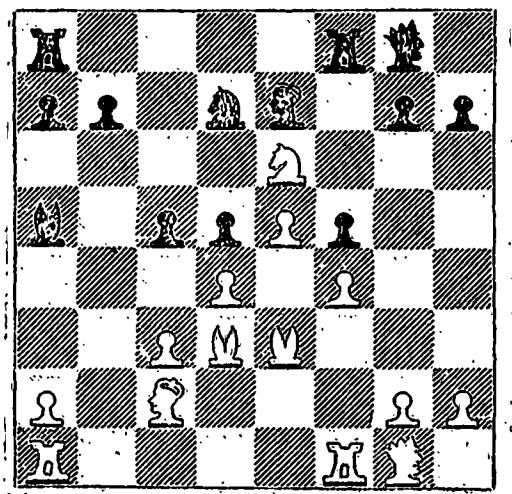
13. *B. Q. Bishop's Pawn 2 squares.*
W. King castles.



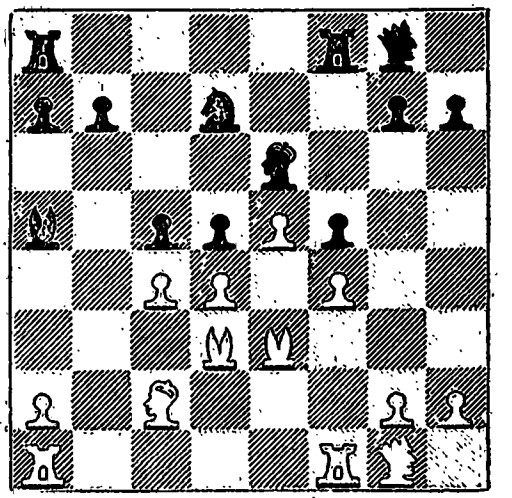
14. *B. K. Bishop to Q. Castle's 4th.*
W. Queen to Bishop's 2nd.



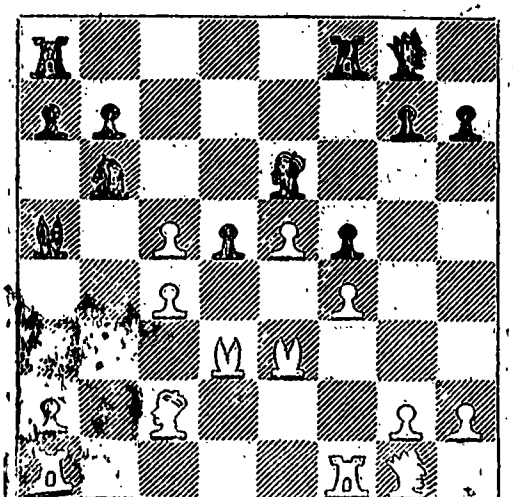
15. *B. K. Bishop's Pawn 1 square.*
W. Knight to his 5th square.



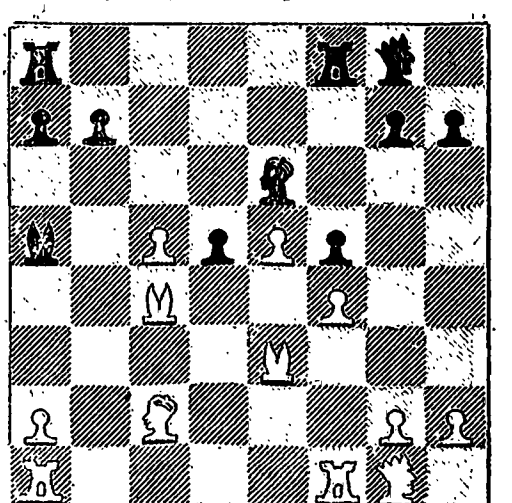
16. *B. Queen to King's 2nd.*
W. Knight takes Bishop.



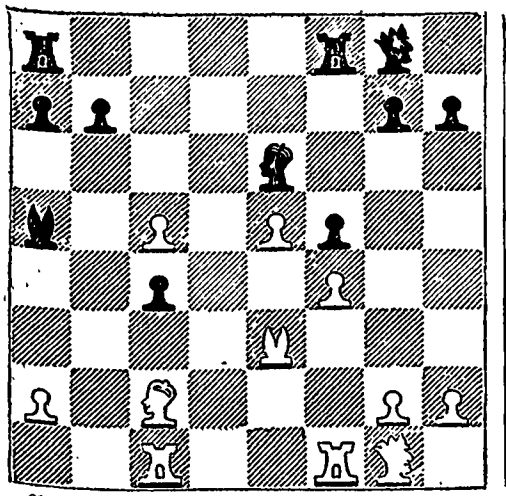
17. *B. Queen takes Knight.*
W. Q. Bishop's Pawn 1 square.



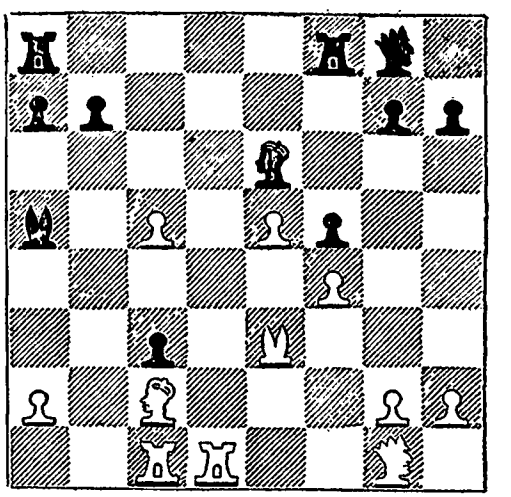
18. *B. Knight to Q. Knight's 3rd.*
W. Queen's Pawn takes Pawn.



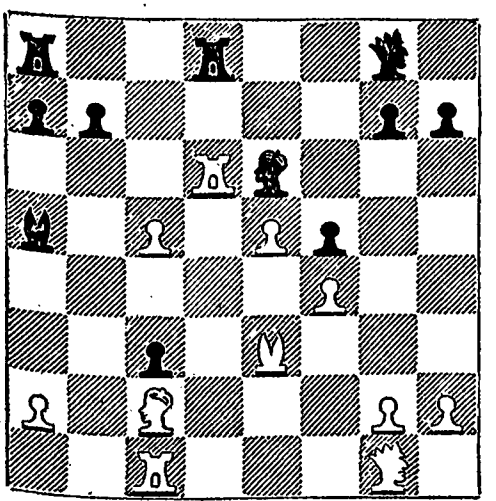
19. *B. Knight takes Pawn.*
W. Bishop takes Knight.



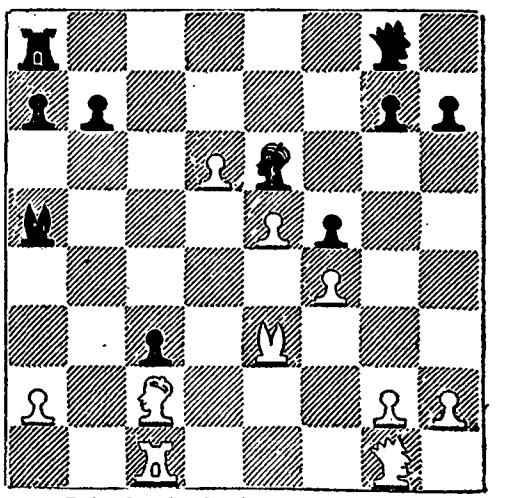
20. *B. Pawn takes Bishop.*
W. Q. Castle to Q. Bishop's square.



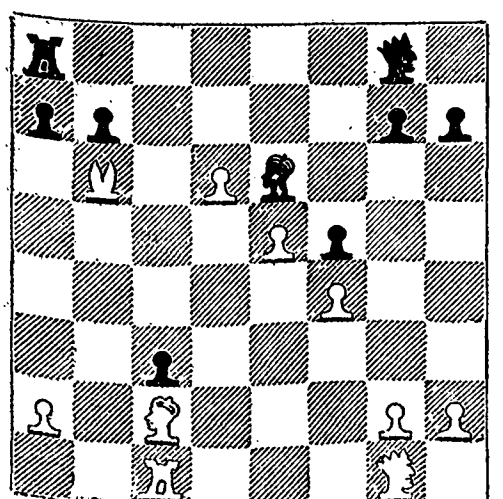
21. *B. passed Pawn 1 square.*
W. K. Castle to Queen's square.



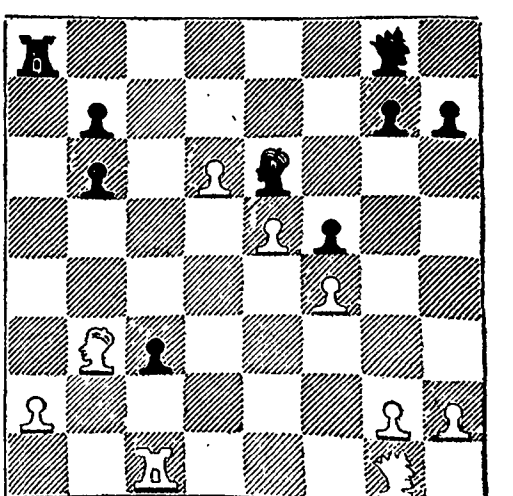
22. *B. K. Castle to Queen's square.*
W. K. Castle to black Queen's 3rd.



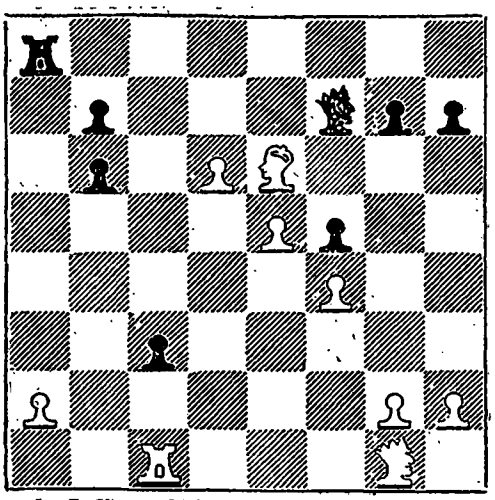
23. *B. Castle takes Castle.*
W. Q. Bishop's Pawn takes Castle.



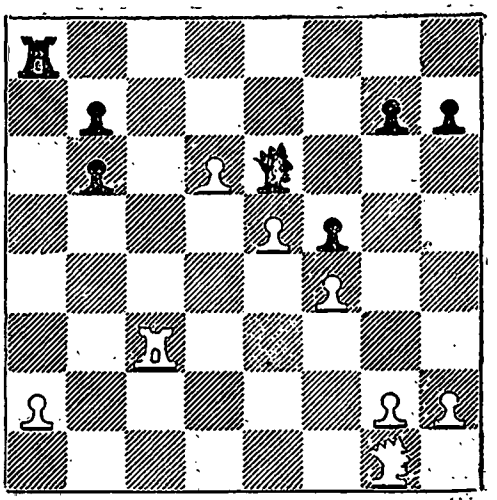
24. *B. Bishop to Q. Knight's 3rd.*
W. Bishop takes Bishop.



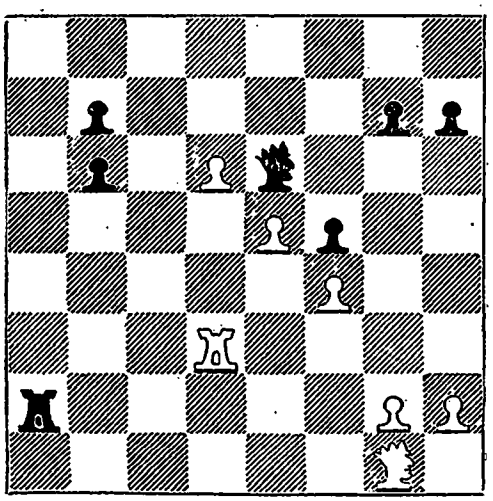
25. *B. Pawn takes Bishop.*
W. Queen to Knight's 3rd.



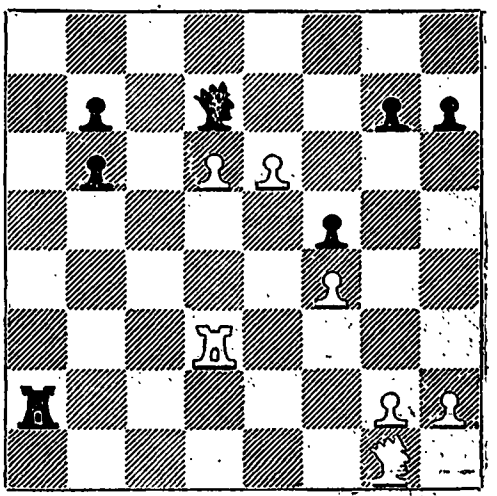
26. *B. King to Bishop's 2nd.*
W. Queen takes Queen.



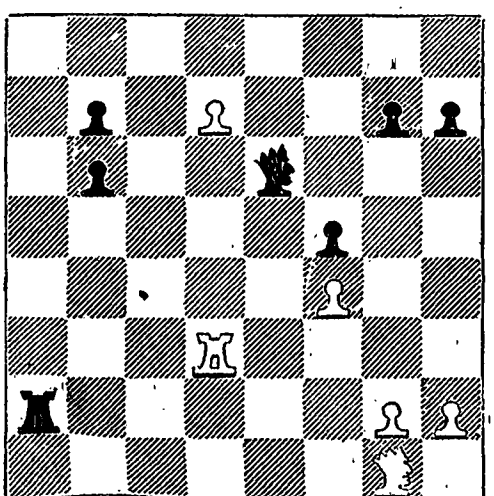
27. *B. King takes Queen.*
W. Castle takes Pawn.



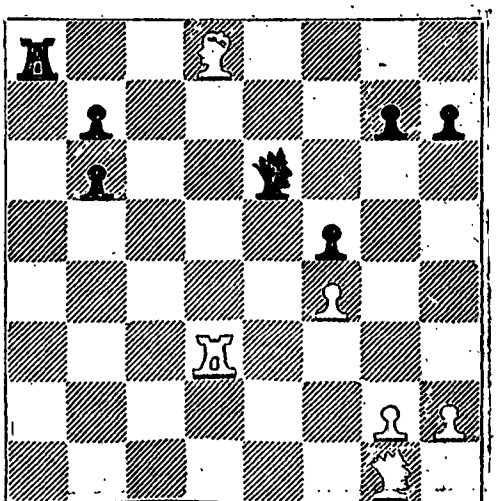
28. *B. Castle takes Pawn.*
W. Castle to Queen's 3rd.



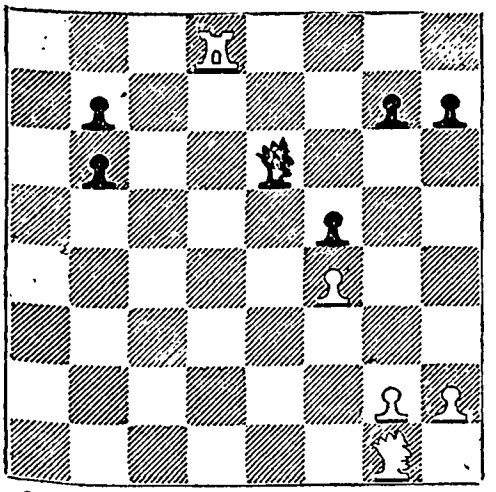
29. *B. King to Queen's 2nd.*
W. King's Pawn checks.



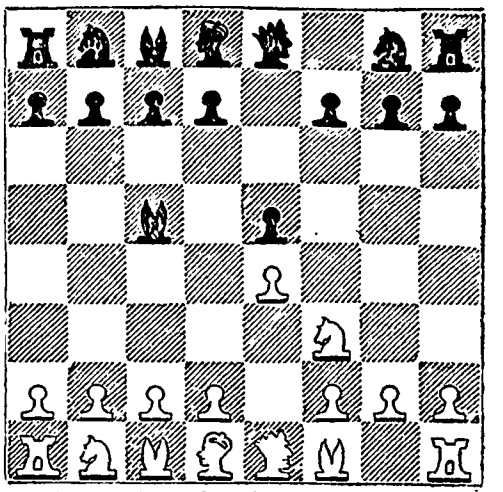
30. *B. King takes Pawn.*
W. Queen's Pawn 1 square.



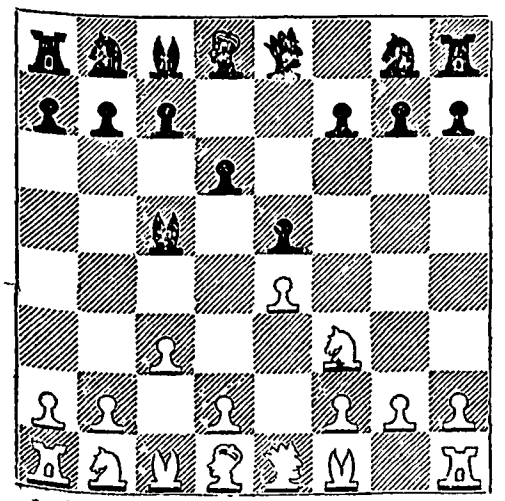
31. *B. Castle to Q. Castle's square.*
W. Pawn promoted to Queen.



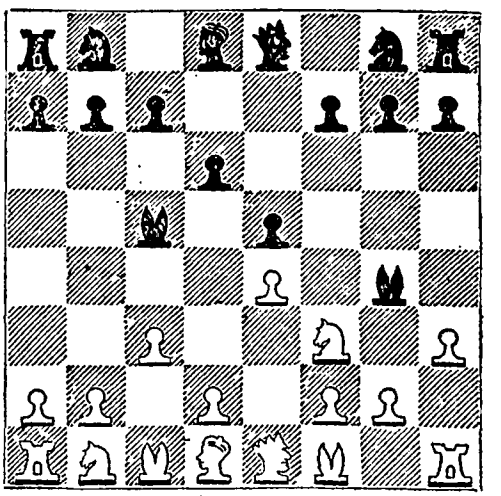
32. *B. Castle takes Queen.*
W. Castle takes Castle, and wins.



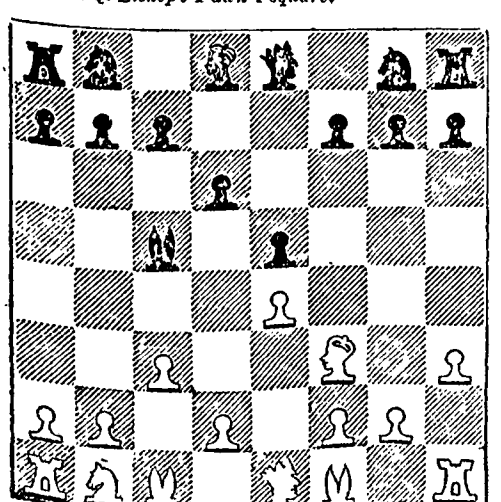
2. *B. K. Bishop to Q. Bishop's 4th.*
W. K. Knight to Bishop's 3rd.



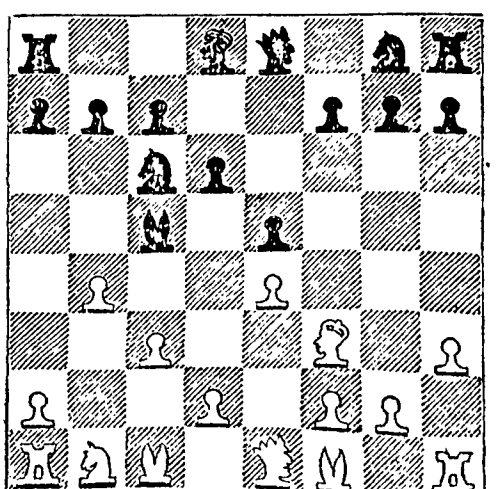
3. *B. Q. Pawn 1 square.*
W. Q. Bishop's Pawn 1 square.



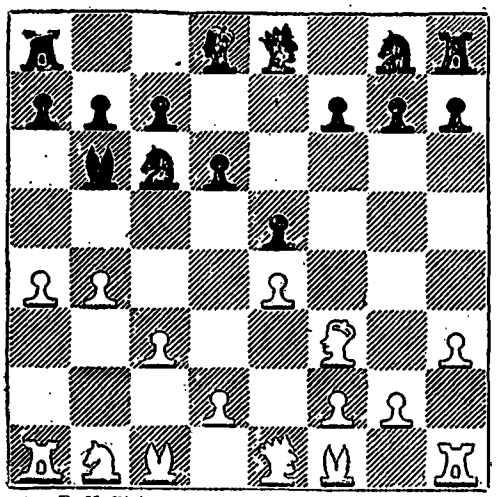
4. *B. Q. Bishop to K. Knight's 5th.*
W. K. Castle's Pawn 1 square.



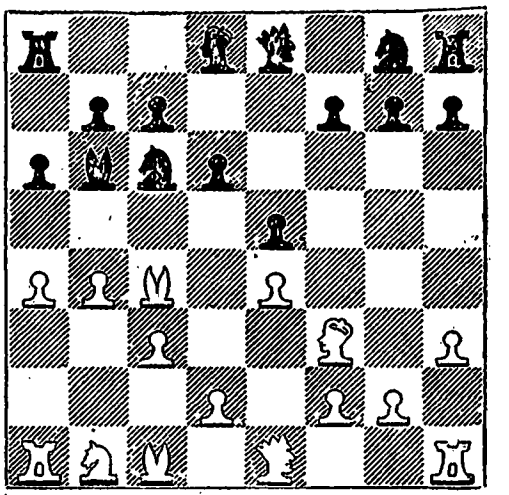
5 *B. Bishop takes Knight.*
W. Queen takes Bishop.



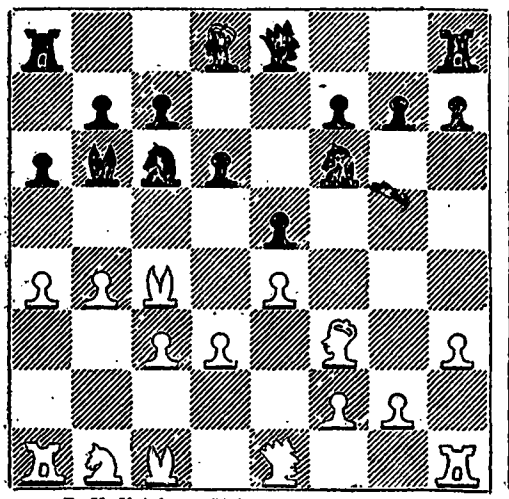
6. *B. Q. Knight to Bishop's 3rd.*
W. Q. Knight's Pawn 2 squares.



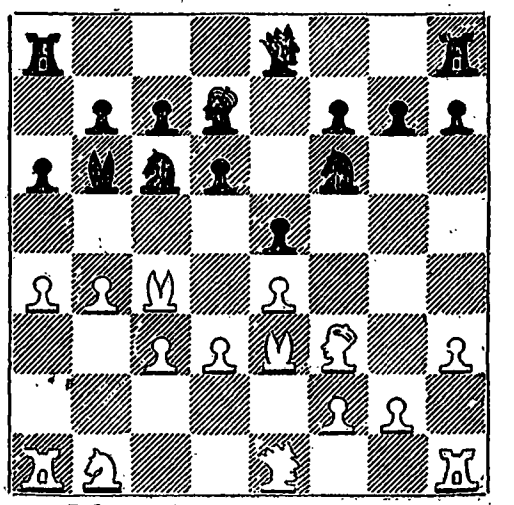
7. *B. K. Bishop to Q. Knight's 3rd.*
W. Q. Castle's Pawn 2 squares.



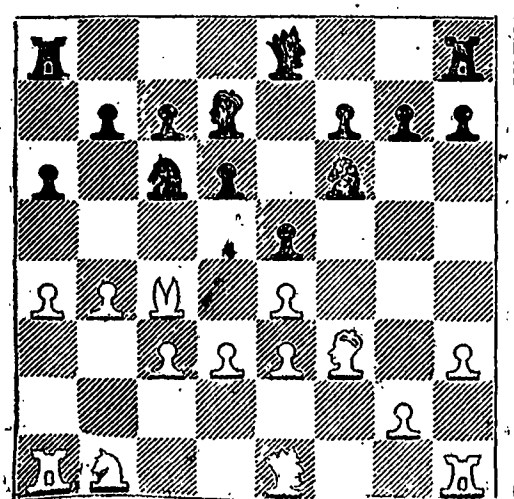
8. *B. Q. Castle's Pawn 1 square.*
W. K. Bishop to Q. Bishop's 4th.



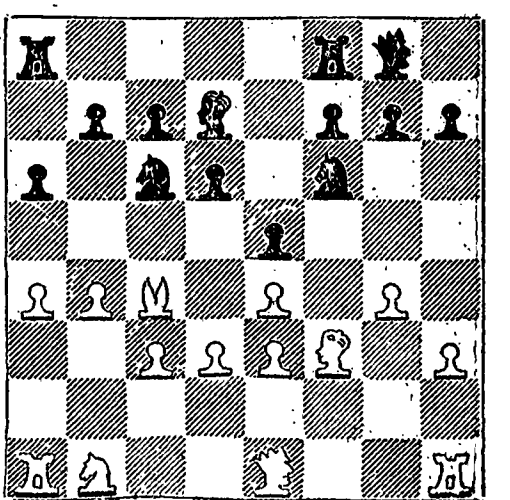
9. *B. K. Knight to Bishop's 3rd.*
W. Q. Pawn 1 square.



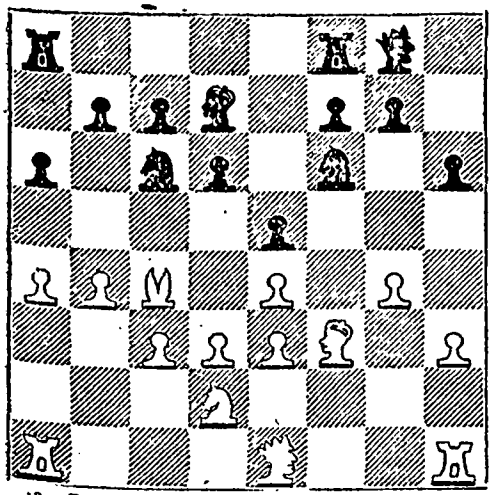
10. *B. Queen to her 2nd square.*
W. Q. Bishop to King's 3rd square.



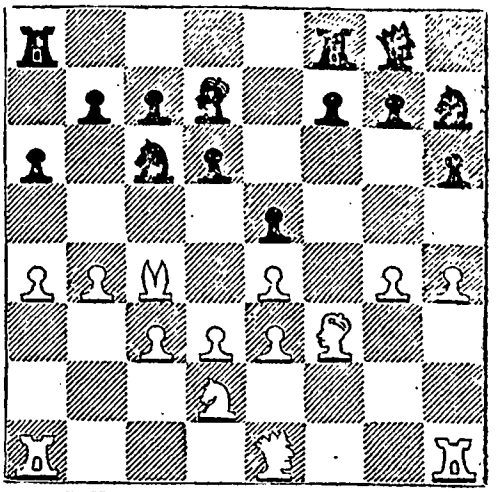
11. *B. K. Bishop takes Bishop.*
W. Pawn takes Bishop.



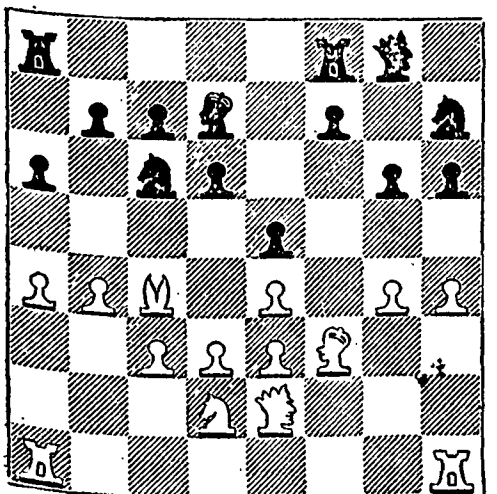
12. *B. King castles on his side.*
W. K. Knight's Pawn 2 squares.



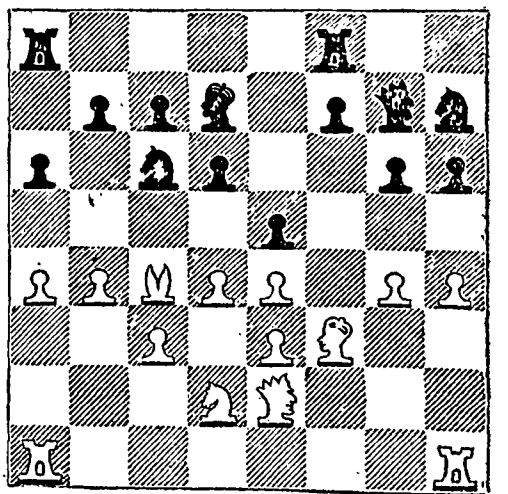
13. *B. K. Castle's Pawn 1 square.*
W. Knight to Queen's 2nd.



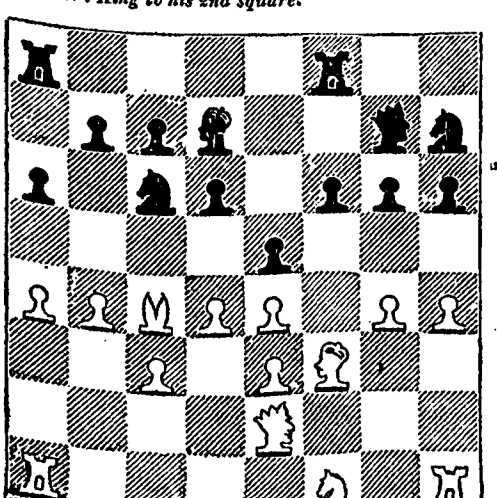
14. *B. K. Knight to Castle's 2nd.*
W. K. Castle's Pawn 1 square.



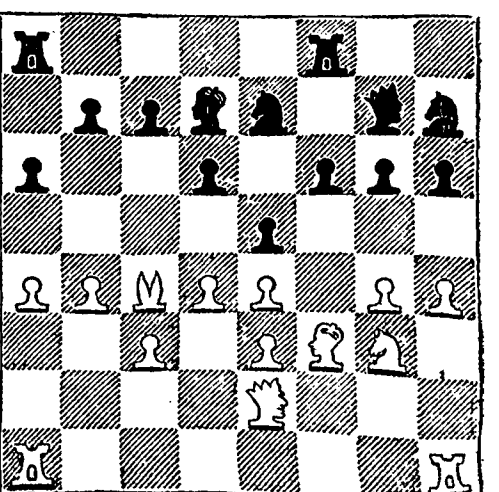
15. *B. K. Knight's Pawn 1 square.*
W. King to his 2nd square.



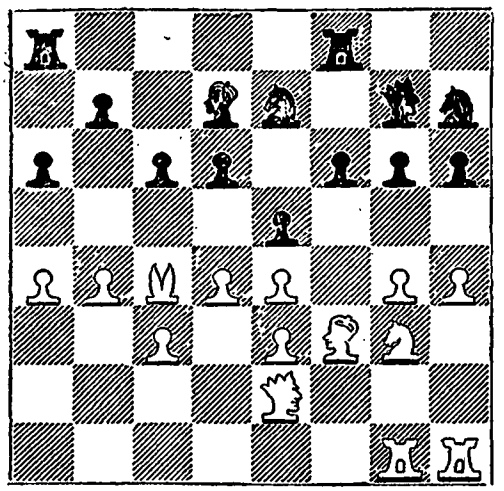
16. *B. King to Knight's 2nd.*
W. Queen's Pawn 1 square.



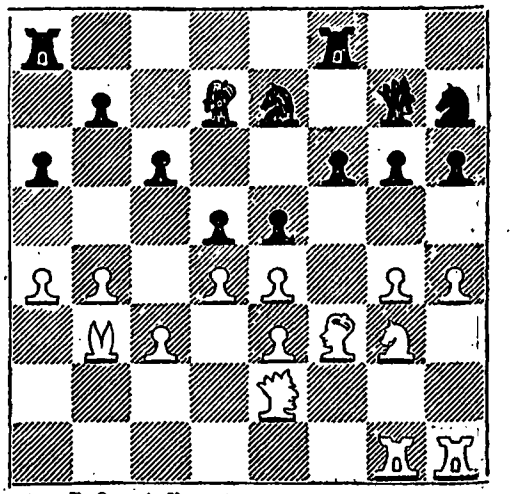
17. *B. K. Bishop's Pawn 1 square.*
W. Knight to K. Bishop's square.



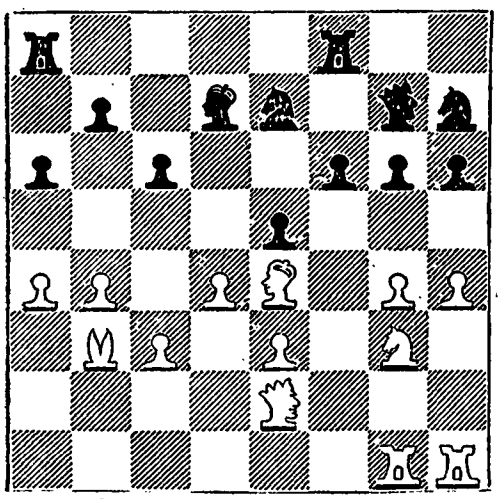
18. *B. Q. Knight to King's 2nd.*
W. Knight to K. Knight's 3rd.



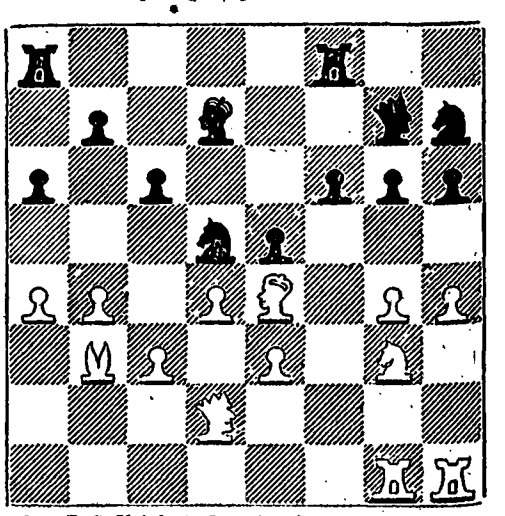
19. *B. Q. Bishop's Pawn 1 square.*
W. Q. Castle to K. Knight's square.



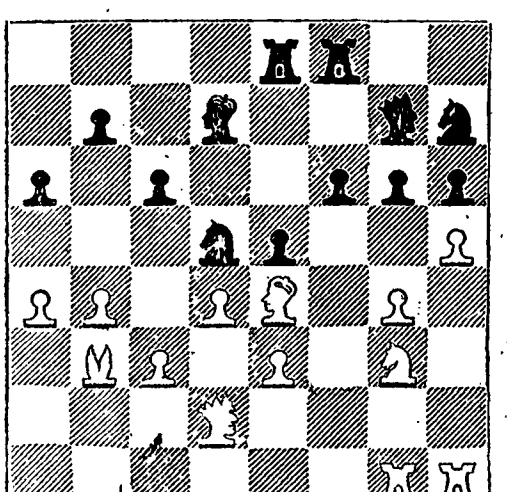
20. *B. Queen's Pawn 1 square.*
W. Bishop to Q. Knight's 3rd.



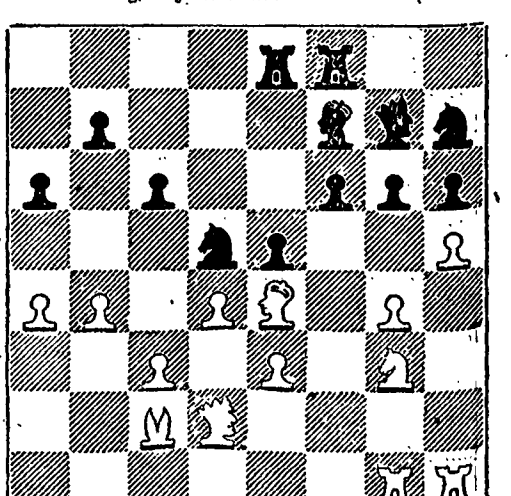
21. *B. Q. Pawn takes Pawn.*
W. Queen takes Pawn.



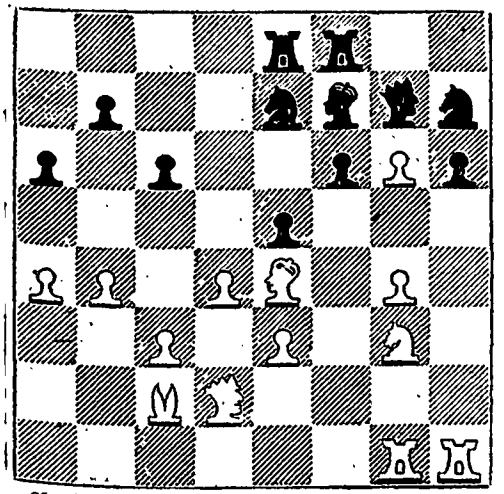
22. *B. Q. Knight to Queen's 4th.*
W. King to Queen's 2nd.



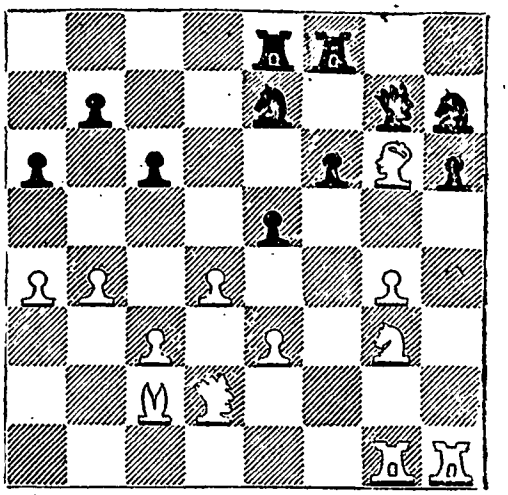
23. *B. Q. Castle to King's square.*
W. K. Castle's Pawn 1 square.



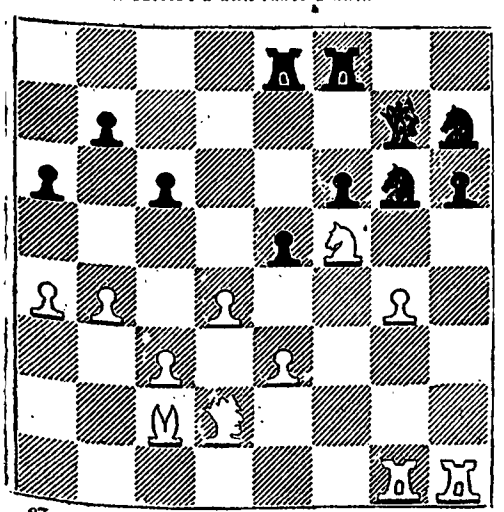
24. *B. Queen to K. Bishop's 2nd.*
W. Bishop to Q. Bishop's 2nd.



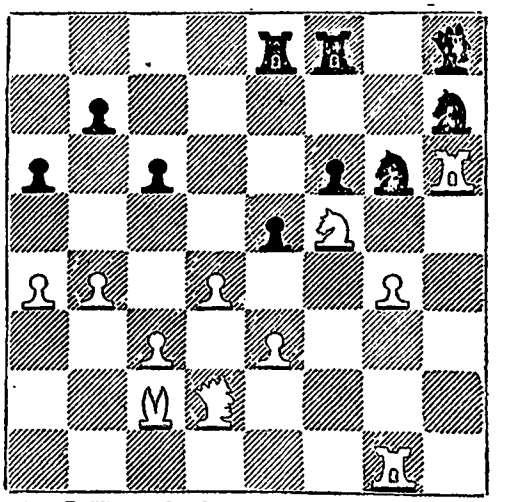
25. *B. Q. Knight to King's 2nd.*
W. K. Castle's Pawn takes Pawn.



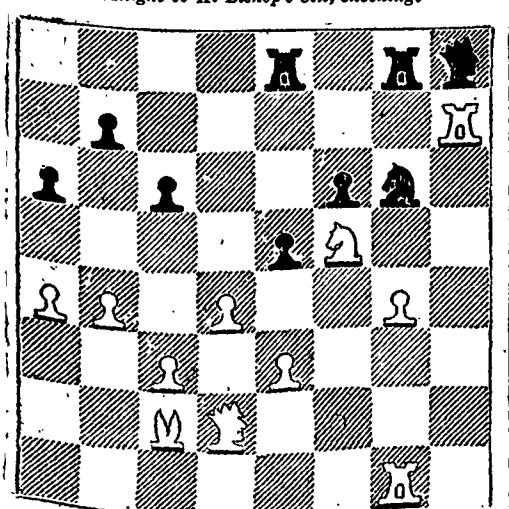
26. *B. Queen takes Pawn.*
W. Queen takes Queen.



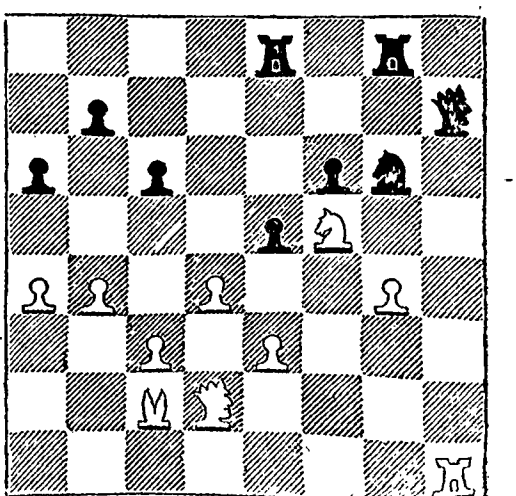
27. *B. Q. Knight takes Queen.*
W. Knight to K. Bishop's 5th, checking.



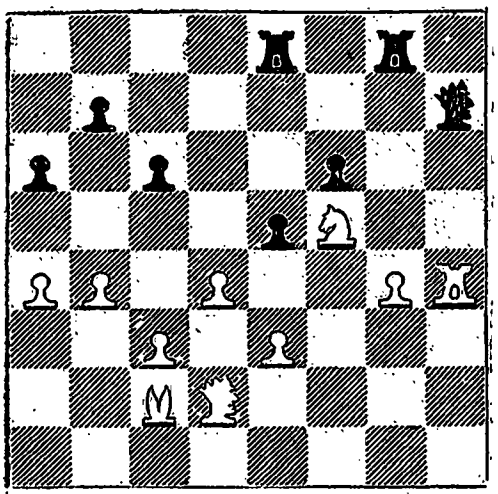
28. *B. King to Castle's square.*
W. K. Castle takes Pawn.



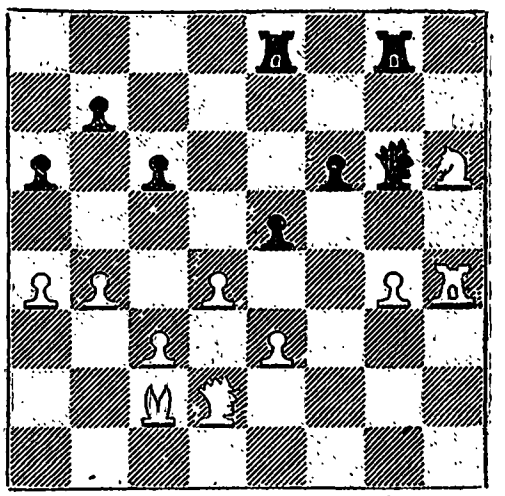
29. *B. K. Castle to K. Knight's square.*
W. K. Castle takes K. Knight, checking.



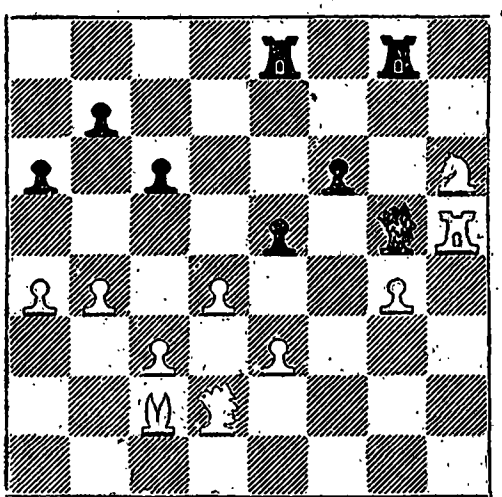
30. *B. King takes Castle.*
W. Castle gives check.



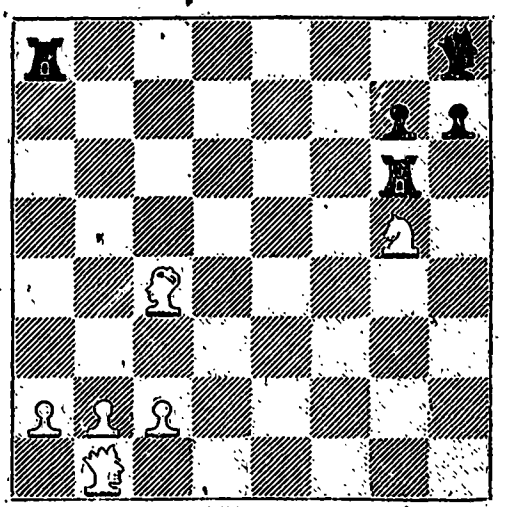
31. *B. Knight covers check.*
W. Castle takes Knight, checking.



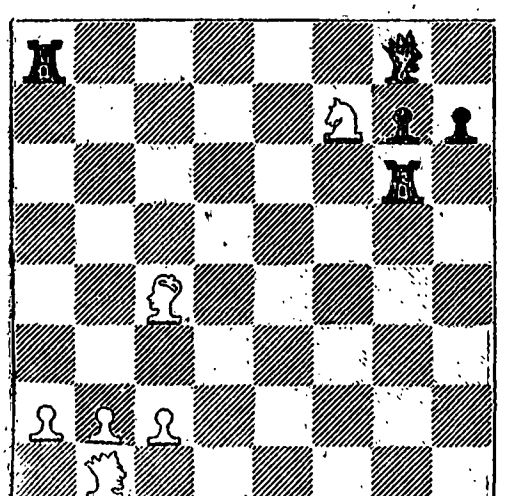
32. *B. King to Knight's 3rd square.*
W. Knight to Castle's 6th, discovers check.



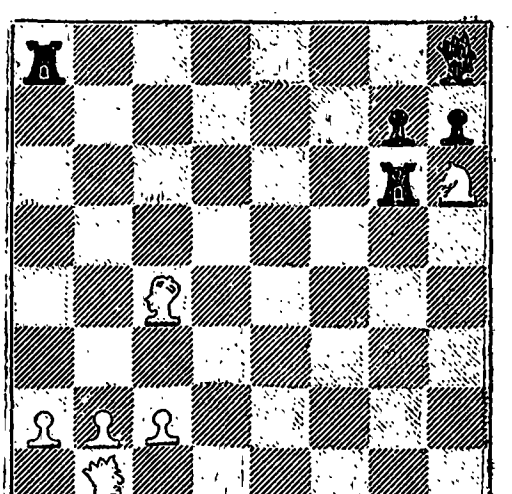
33. *B. King to Knight's 4th.*
W. Castle gives Check-mate.



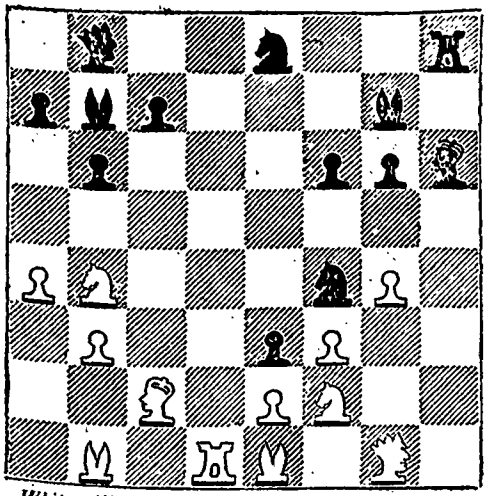
Philidor's Legacy—White to move.



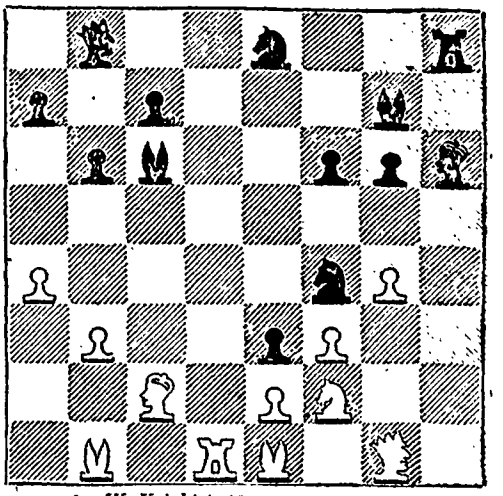
W. Knight gives check.
B. King to Knight's square.



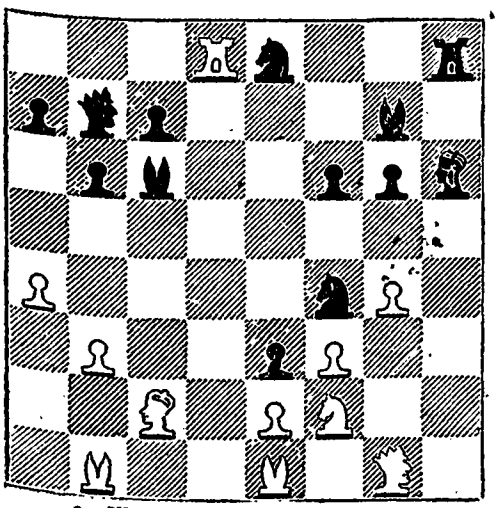
W. Knight to Castle's 3rd, discovering check.
B. King retires. Queen then gives check at Knight's sq., is taken by the Castle, when Kt. gives Checkmate.



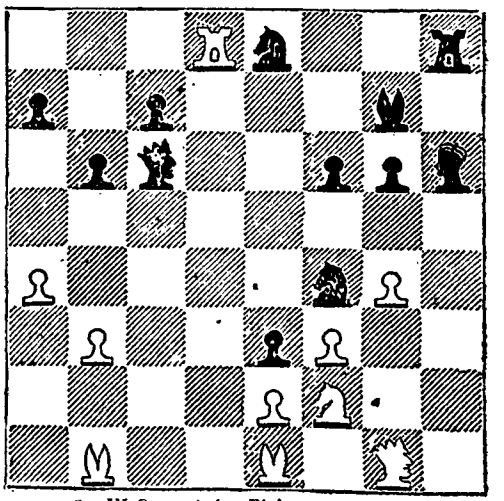
White will give Check-mate in 7 moves.



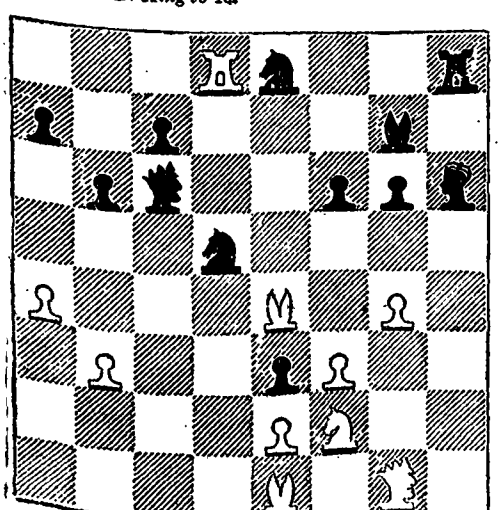
1. *W. Knight to 19.*
B. Bishop takes him.



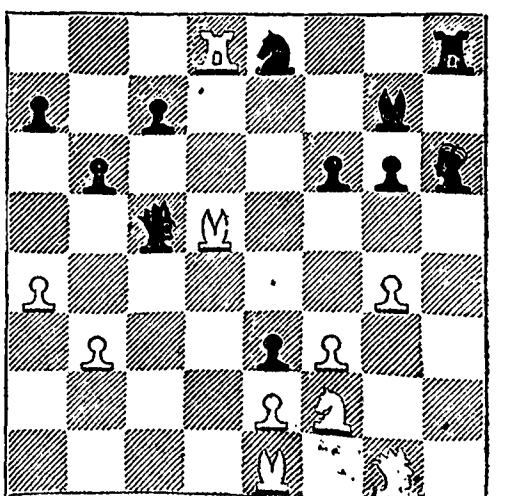
2. *W. Castle gives check.*
B. King to 10.



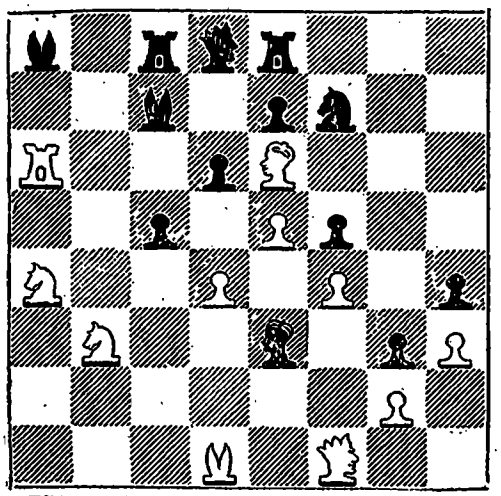
3. *W. Queen takes Bishop.*
B. King takes her.



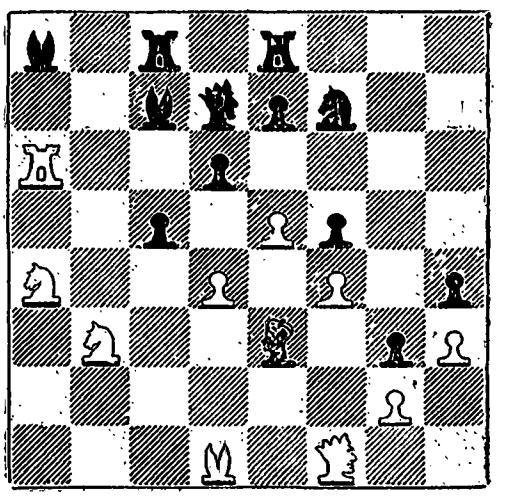
4. *W. Bishop to 37.*
B. Knight on 28.



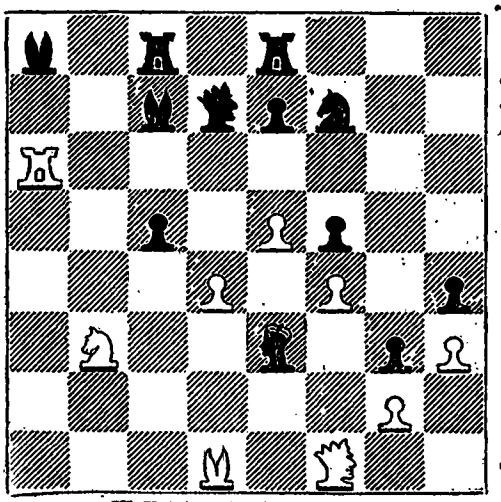
5. *W. Bishop takes Knight.* *B. King on 27.*
Then Knight gives check on 37; King on 36, when Bishop will give Check-mate on 45.



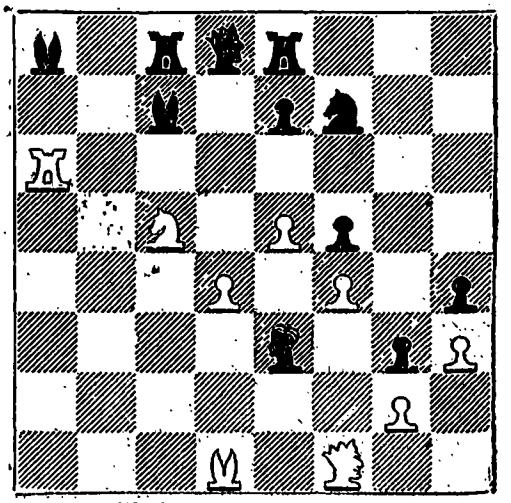
White to play will give Check-mate in 7 moves.



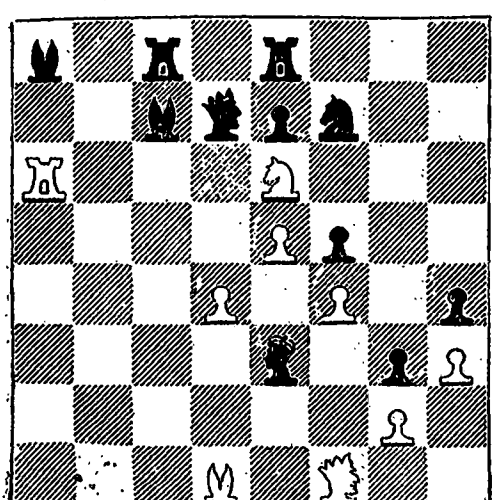
1. *W. Queen gives check.*
B. King takes her.



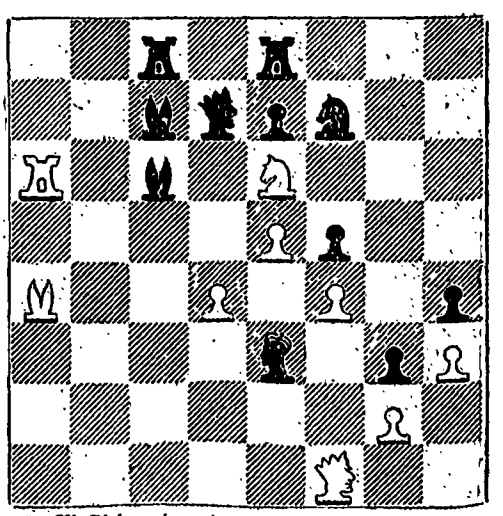
2. *W. Knight takes Pawn.*
B. Pawn reprises.



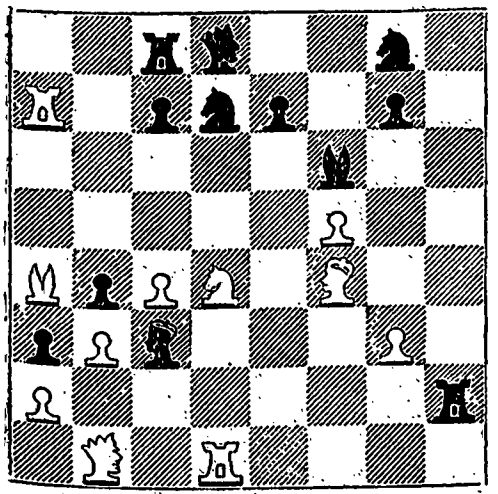
3. *W. Knight takes Pawn.*
B. King retreats.



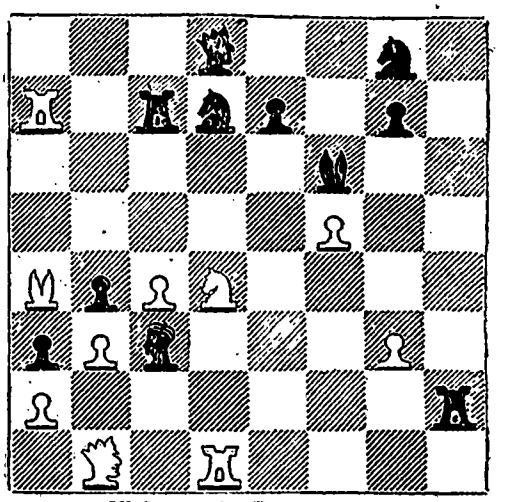
4. *W. Knight gives check.*
B. King advances.



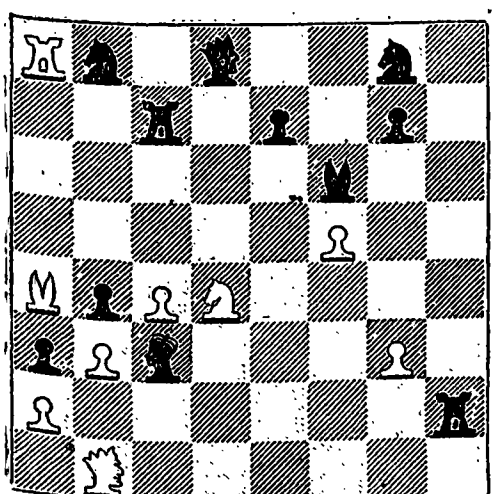
5. *W. Bishop gives check. B. Bishop interposes.*
Then Bishop will take Bishop; King will take Knight; afterwards, King's Pawn will give Check-mate.



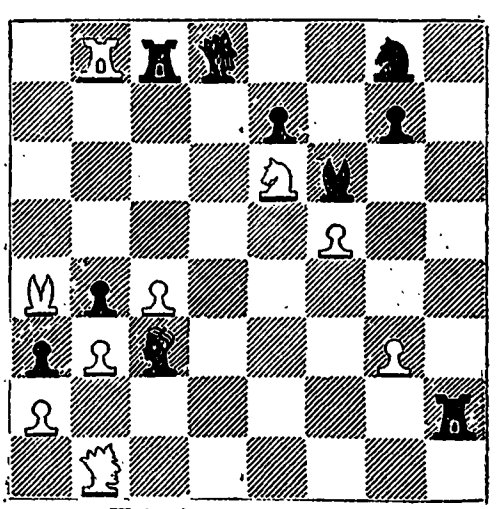
White will give Check-mate in 4 moves.



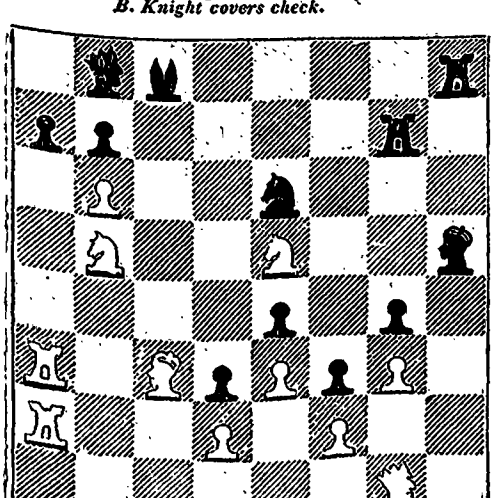
1. *W. Queen takes Pawn.*
   B. Castle takes Pawn, and check.



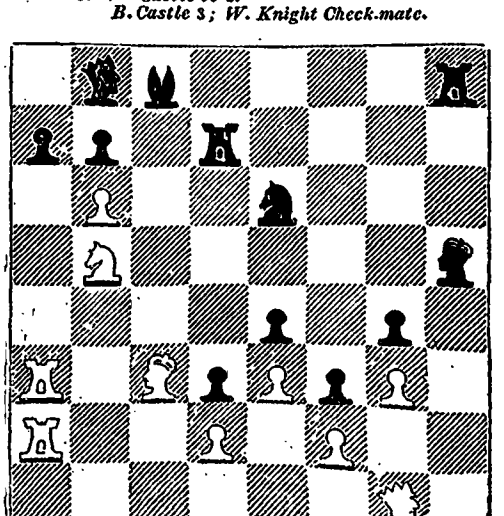
2. *W. Castle gives check.*
   B. Knight covers check.



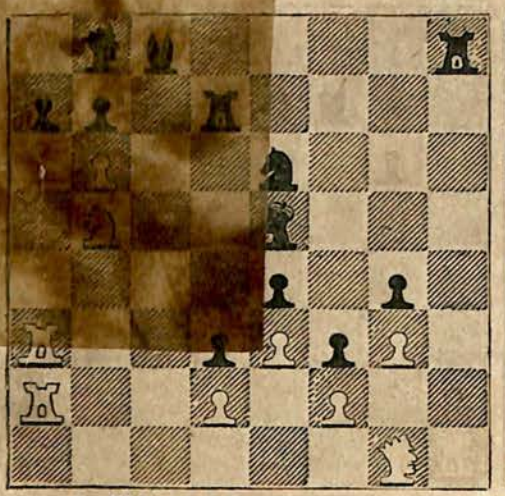
3. *W. Castle to 2.*
   B. Castle 3; W. Knight Check-mate.



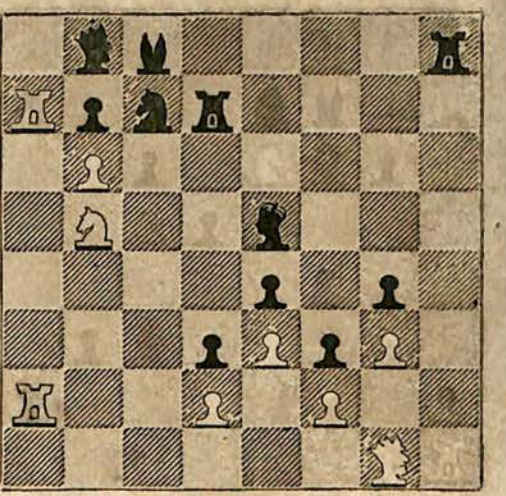
White will give Check-mate in 5 moves.



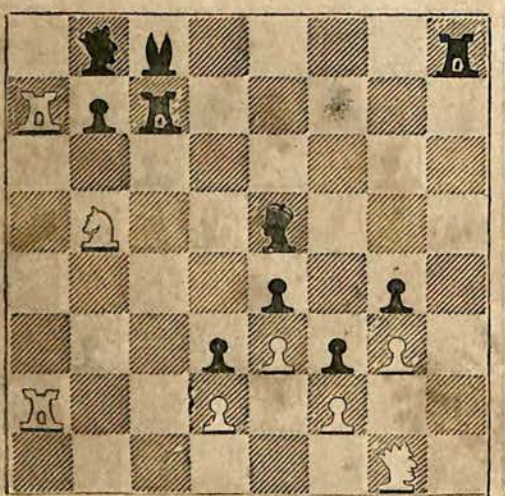
1. *W. Knight on 12.*
   B. Castle takes him.



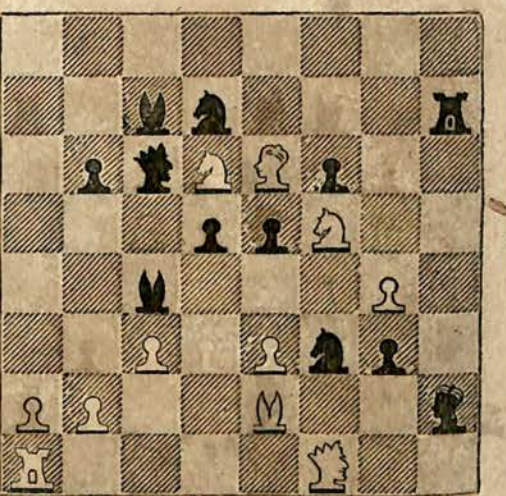
2. *W. Queen on 29.*
B. Queen takes her.



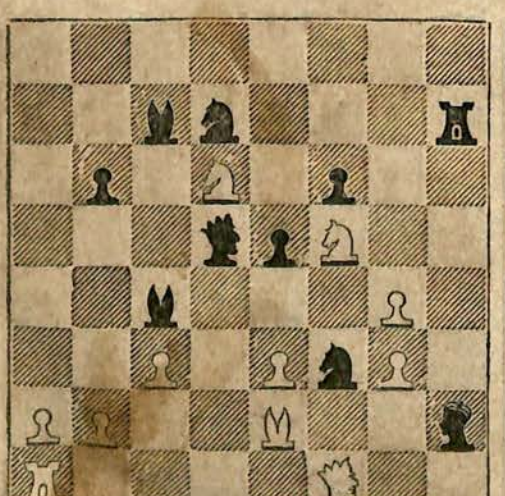
3. *W. Castle on 9.*
B. Knight on 11.



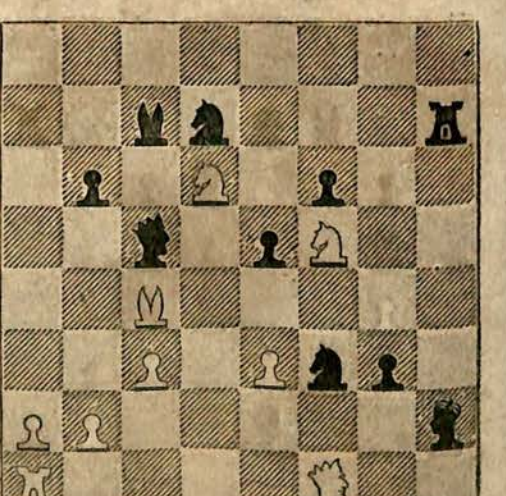
4. *W. Pawn takes Knight.* *B. Castle takes Pawn.*
When Castle gives Check-mate.



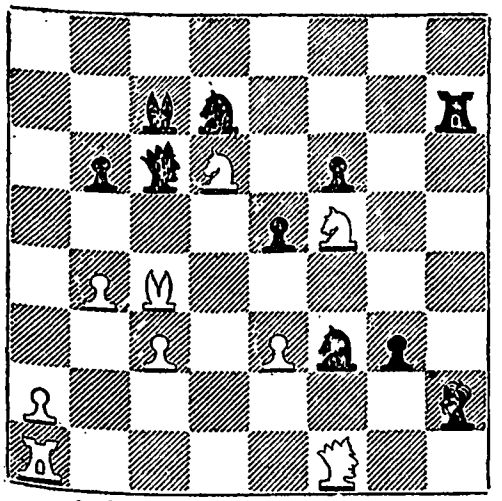
White to move will give Check-mate in 9 moves.



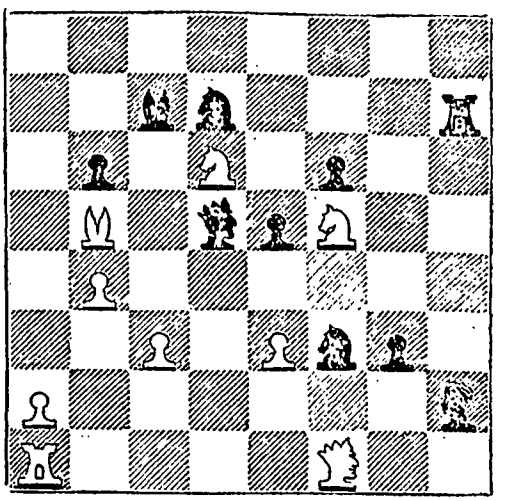
1. *W. Queen takes Pawn.*
B. King takes her.



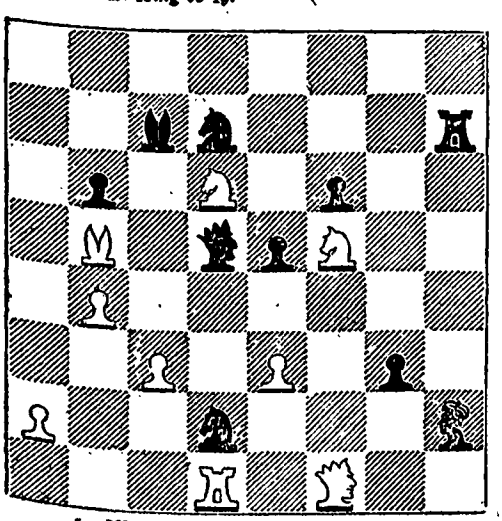
2. *W. Bishop takes Bishop.*
B. King to 27.



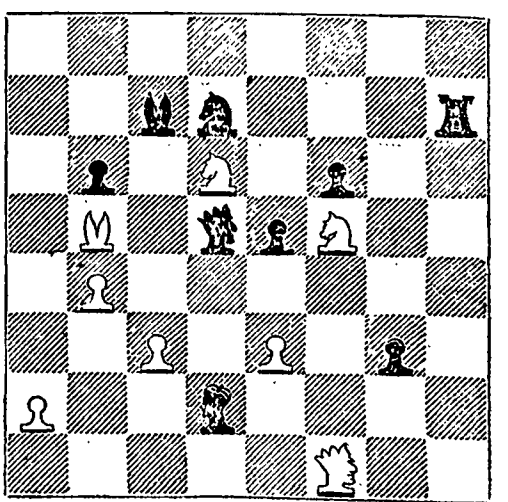
3. *W. Pawn to* 34.
B. King to 19.



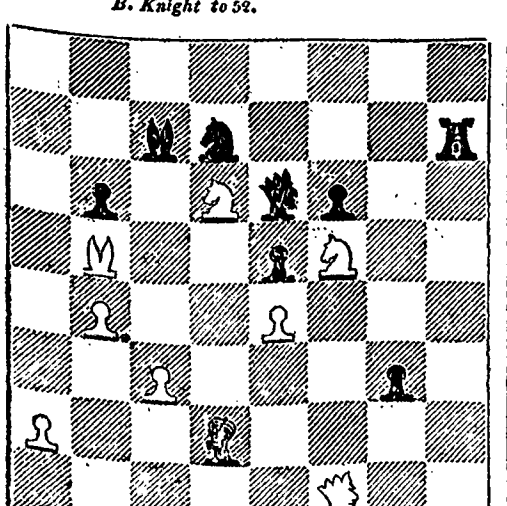
4. *W. Bishop to* 26.
B. King to 28.



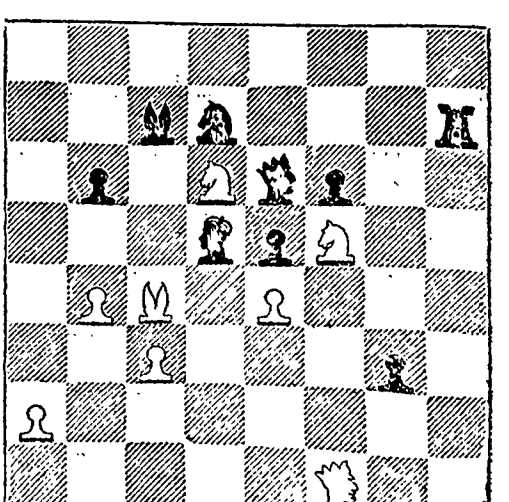
5. *W. Castle to* 60.
B. Knight to 52.



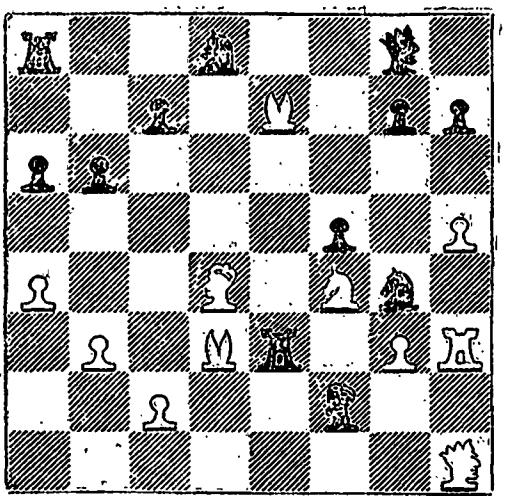
6. *W. Castle takes Knight.*
B. Queen takes Castle.



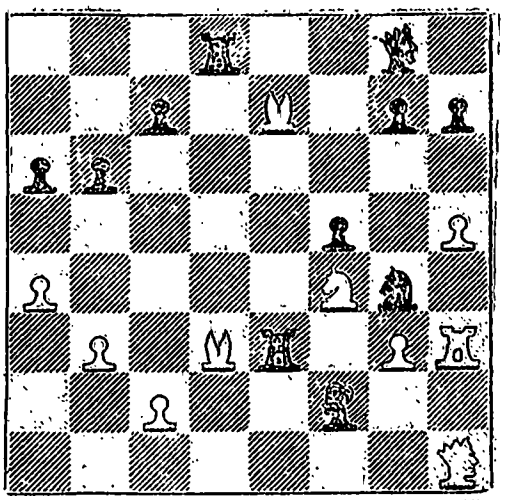
7. *W. Pawn to* 37.
B. King to 21.



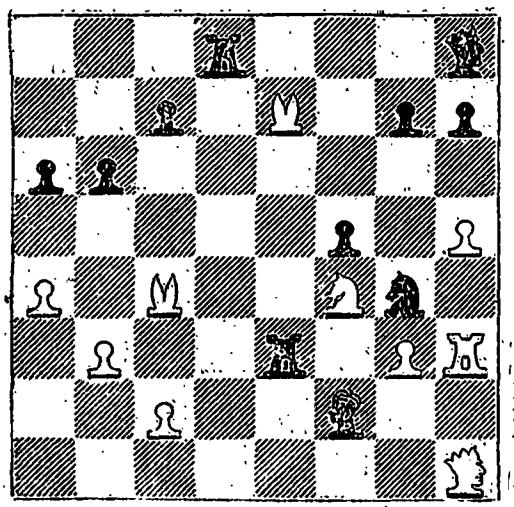
8. *W. Bishop to* 35. *B. Queen to* 29, *when Bishop will take Queen, and give Check mate as* 23.



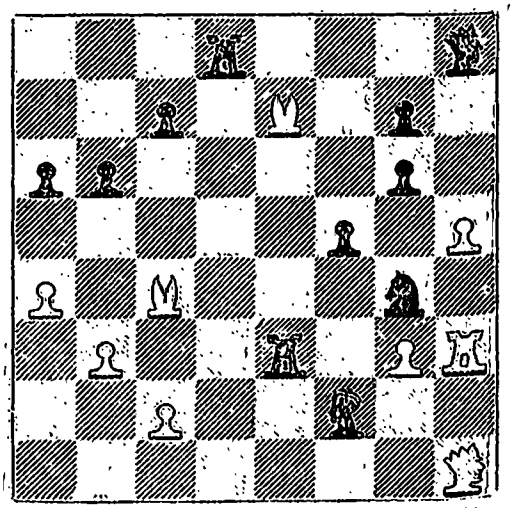
White to move will give Check-mate in 6 moves.



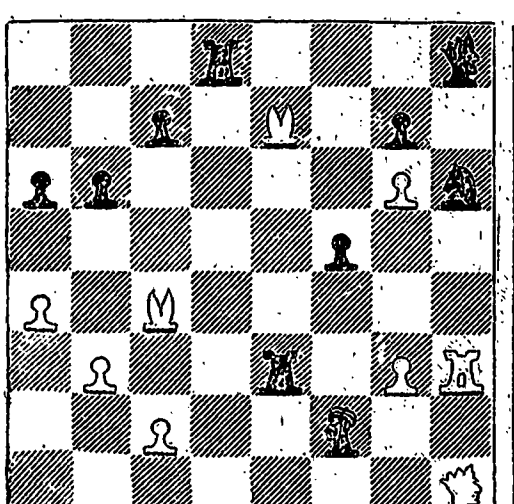
1. *W. Queen takes Knight, and is retaken by Castle.*



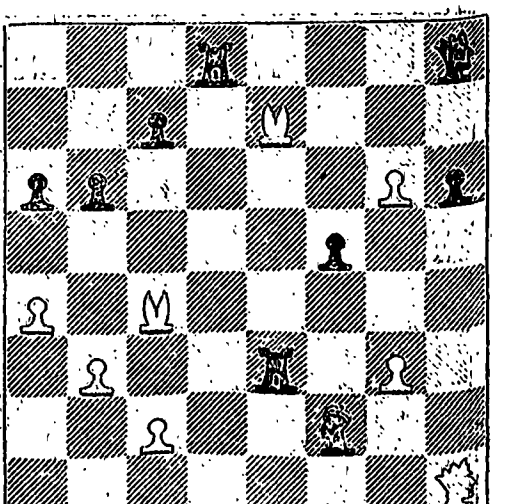
2. *W. Bishop on 35, giving check. King on 8.*



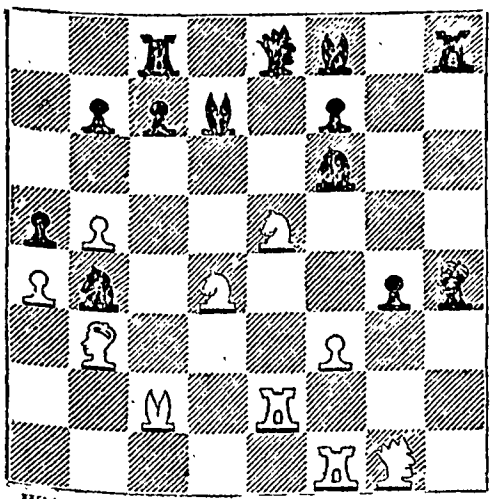
3. *W. Knight on 23, giving check. Pawn takes him.*



4. *W. Pawn takes Pawn. Knight to 24.*

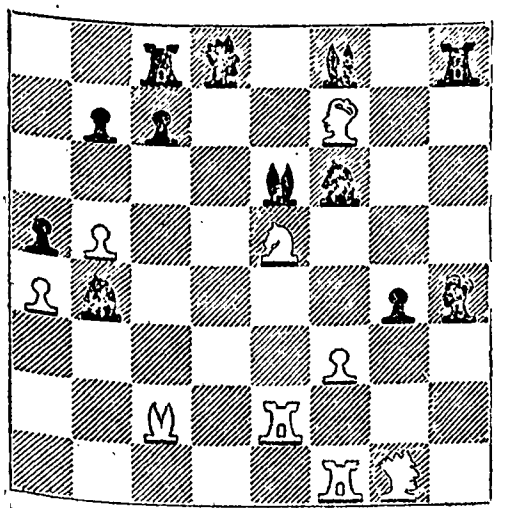


5. *W. Castle takes Knight. Pawn reprises who Bishop on 22 gives Check-mate.*

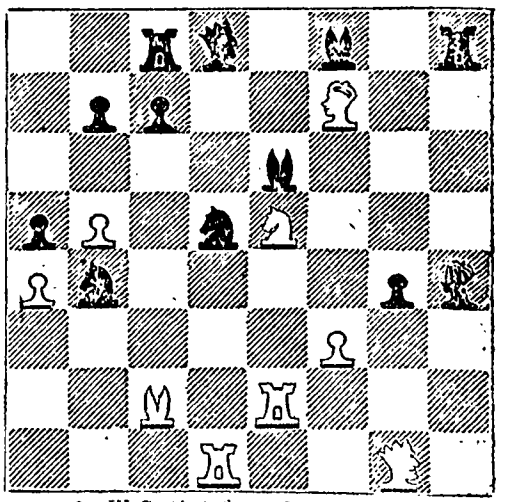


White to move, will give Check-mate in 5 moves.

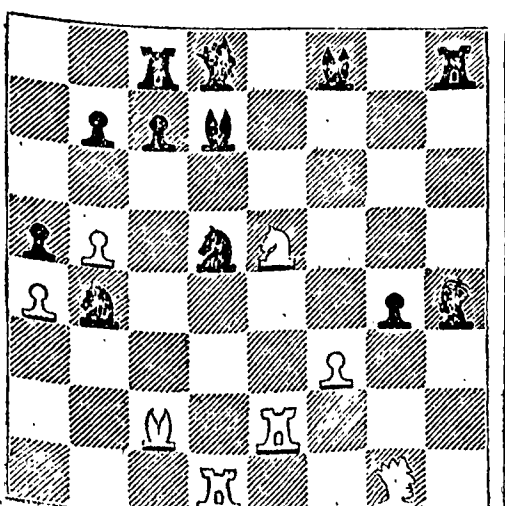
1. *W. Queen on 14, checks. King to 4.*



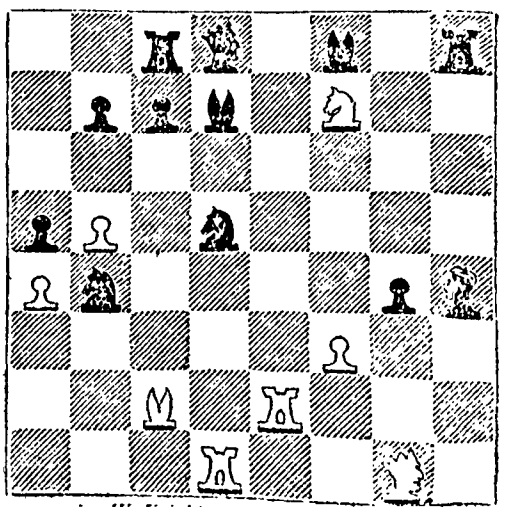
2. *W. Knight to 21. Bishop takes him.*



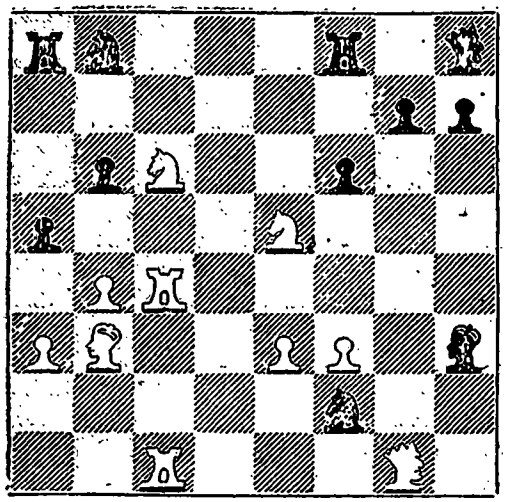
3. *W. Castle to 60. B. Knight to 28.*



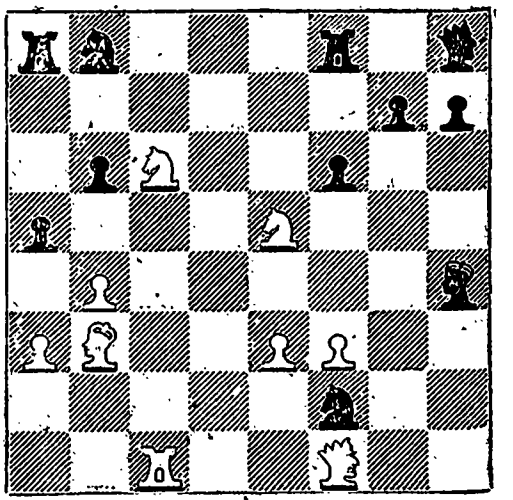
4. *W. Queen to 12, and is taken by Bishop.*



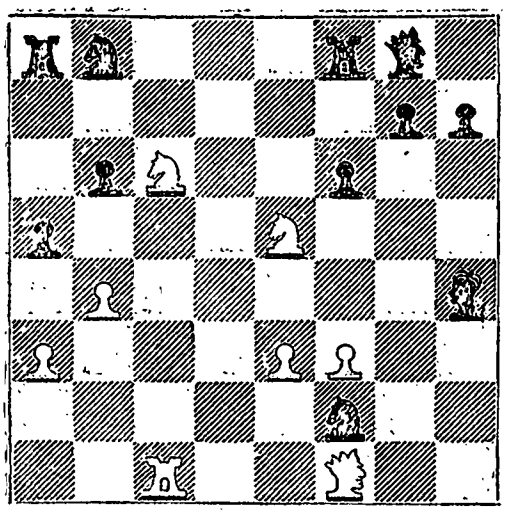
5. *W. Knight to 14, gives Check-mate.*



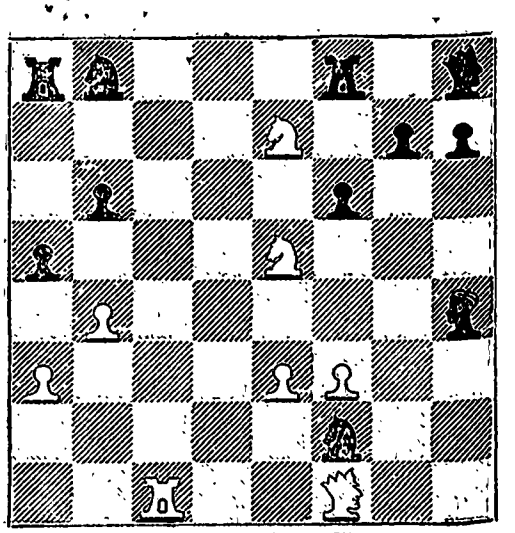
White to move, will give Check-mate in 5 moves.



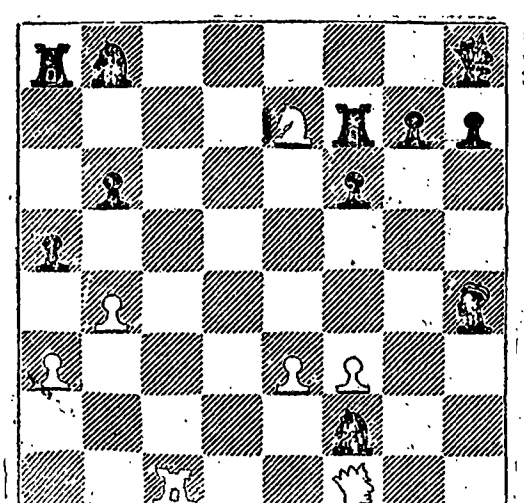
1. *W. Castle to 4Q. B. Queen takes it.*



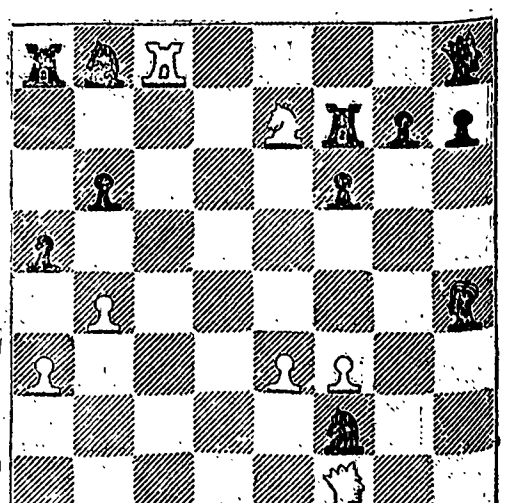
2. *W. Queen to 7. B. King takes her.*



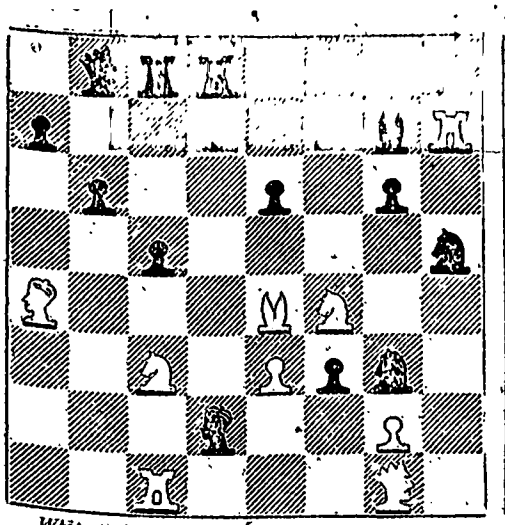
3. *W. Knight to 3B. B. King to 8.*



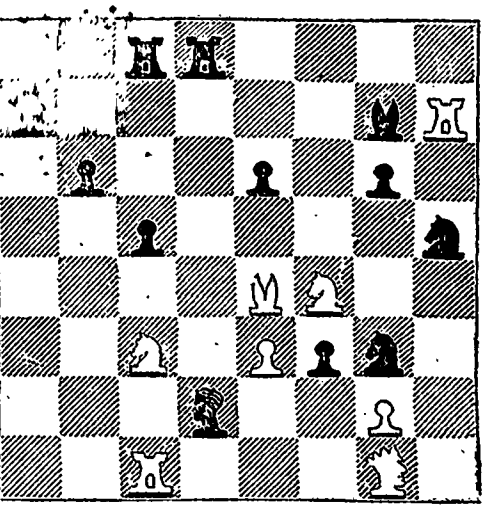
4. *W. Knight to 1A. B. Castle takes him.*



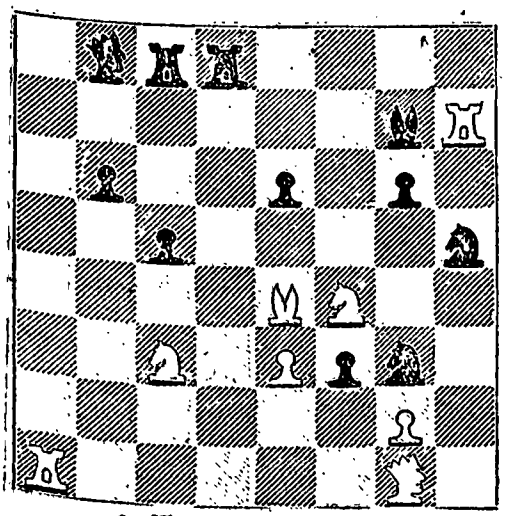
5. *W. Castle to 3, and wins.*



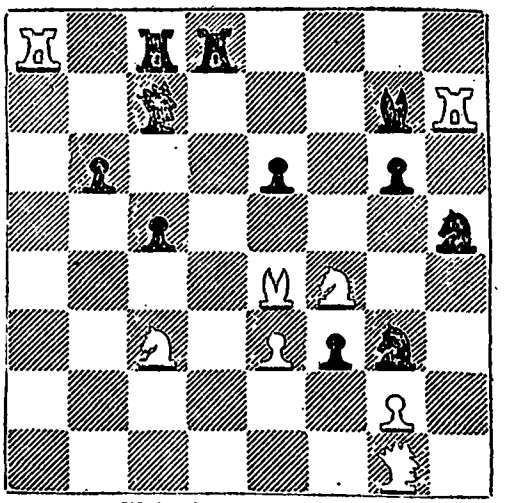
White to move, will give Check mate in 9 moves.



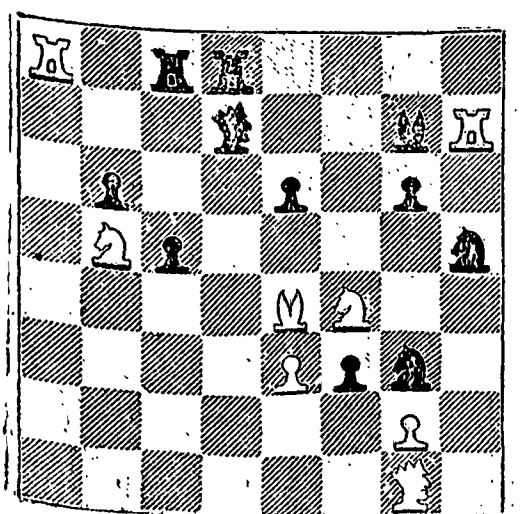
1. *W. Queen to 9, is taken by the King.*



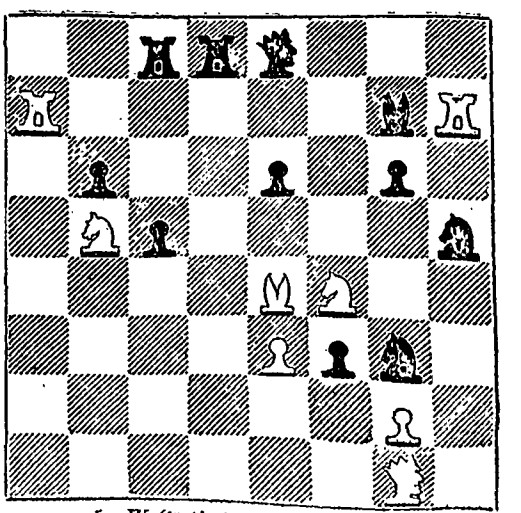
2. *W. Castle to 67. B. King to 2.*



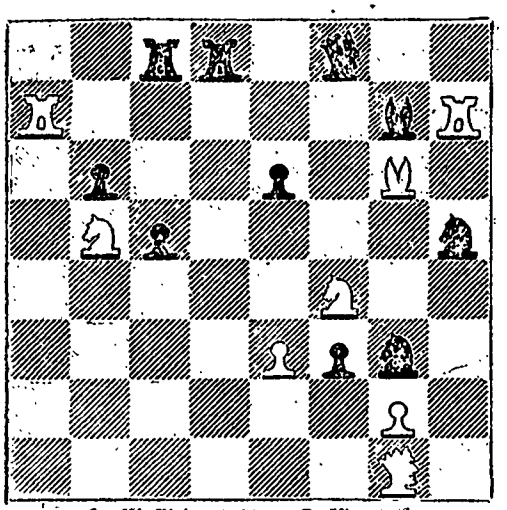
3. *W. Castle to 1. B. King to 11.*



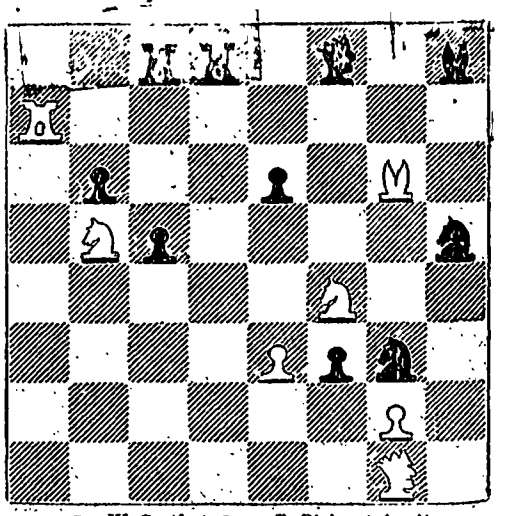
4. *W. Knight to 26. B. King to 12.*



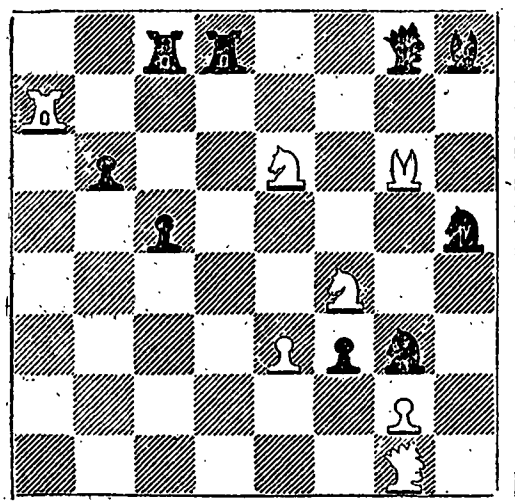
5. *W. Castle to 9. B. King to 5.*



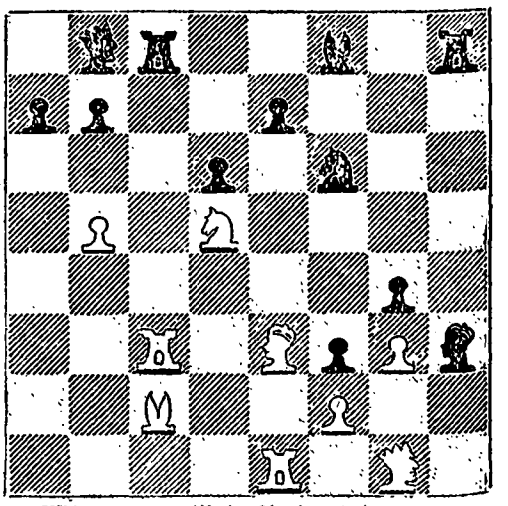
6. *W. Bishop to 23. B. King to 6.*



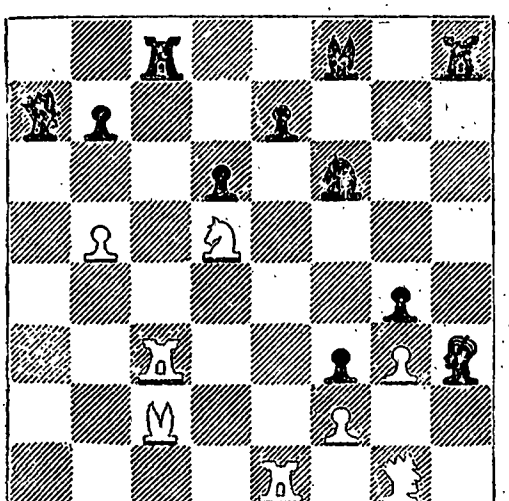
7. *W. Castle to 8. B. Bishop takes it.*



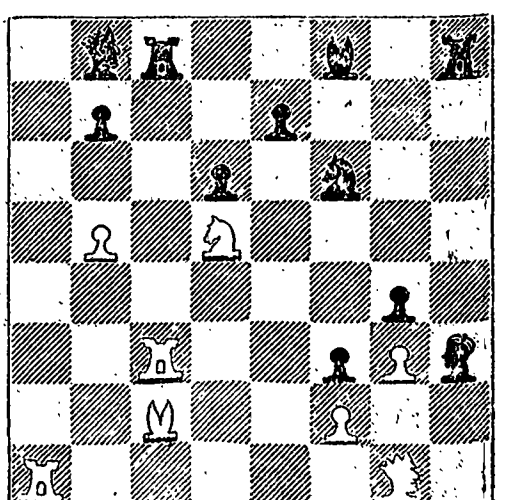
8. *W. Knight to 21. B. King to 7. Then Bishop will give Check-mate on 16.*



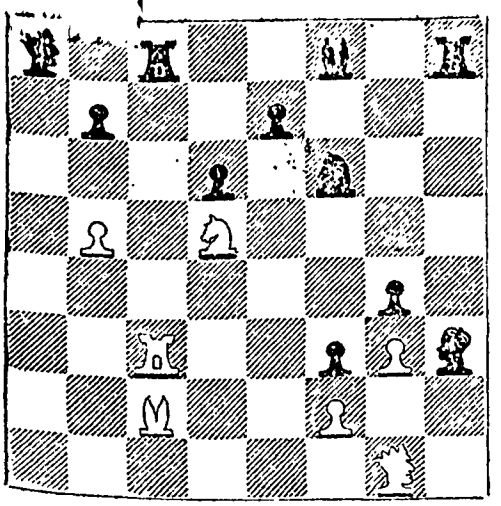
White to move, will give Check-mate in 7 moves.



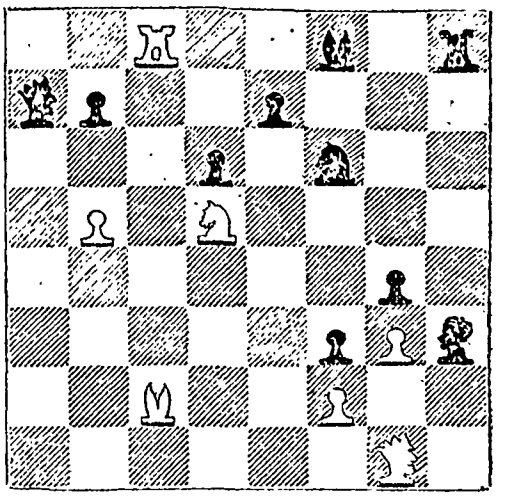
1. *W. Queen to 9. B. King takes her.*



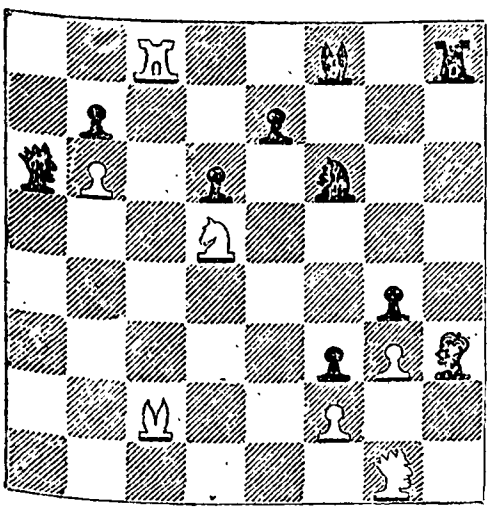
2. *W. Castle to 57. B. King to 2.*



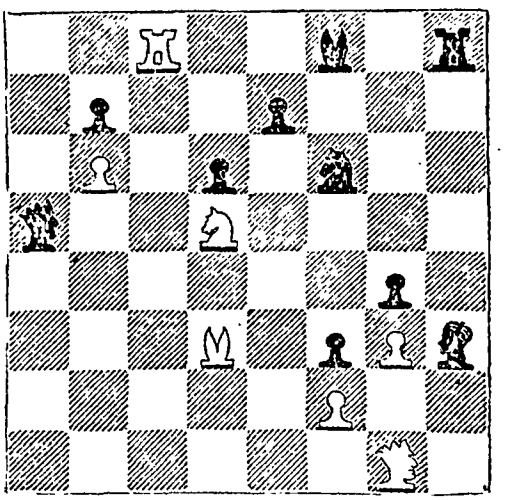
3. *W. Castle to* 1. *King takes it.*



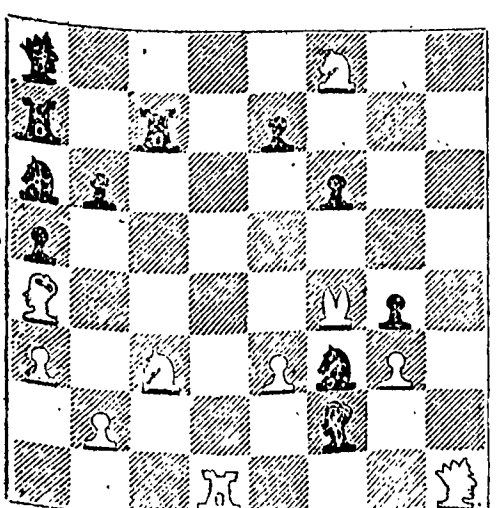
4. *W. Castle takes Castle.* *B. King to* 9.



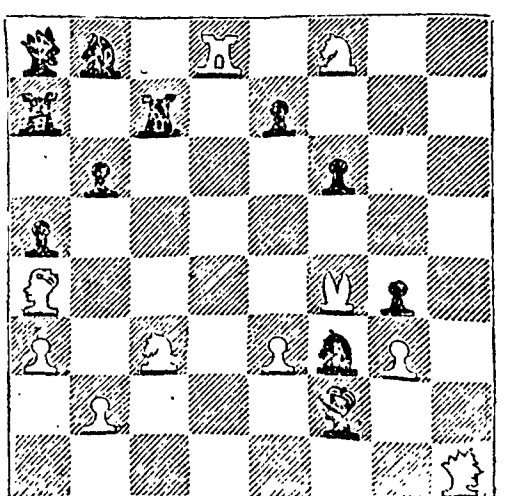
5. *W. Pawn to* 18. *B. King to* 17.



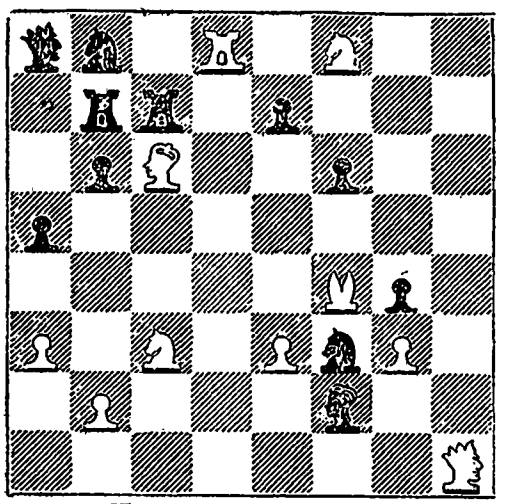
6. *W. Bishop to* 44. *B. King to* 25. *Then Castle will give Check-mate.*



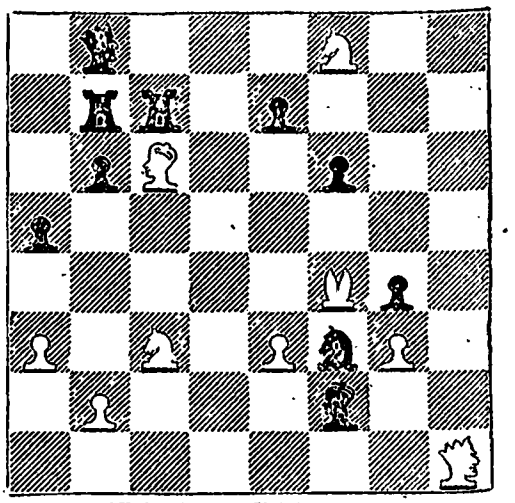
White to move will give Check-mate in 8 *moves.*



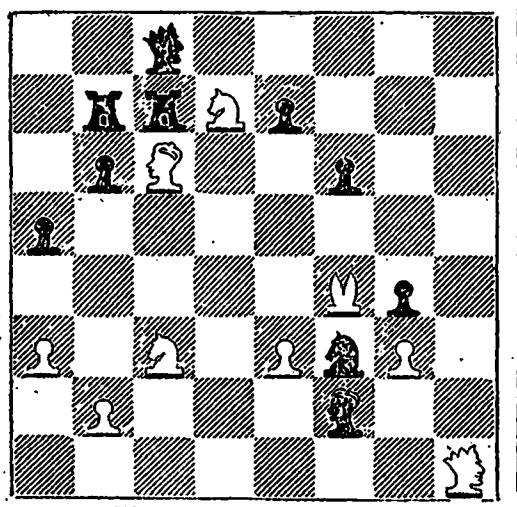
1. *W. Castle to* 4. *B. Knight to* 2



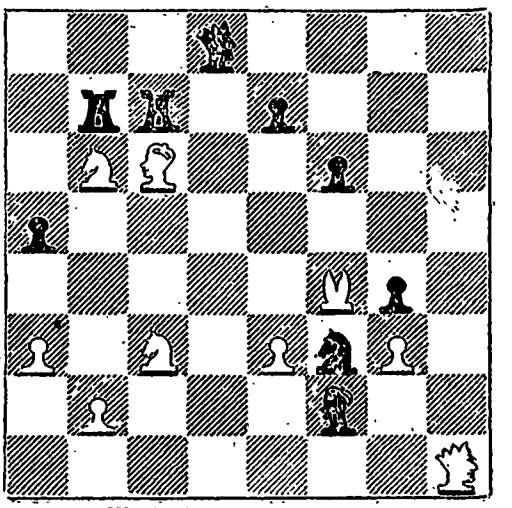
2. *W. Queen to* 19.
B. Castle to 10.



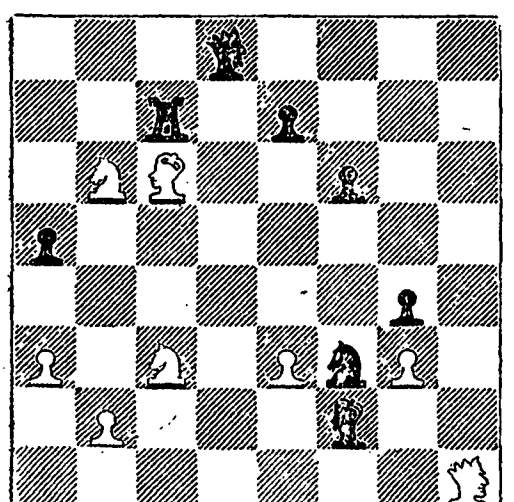
3. *W. Castle takes Knight.*
B. King takes Castle.



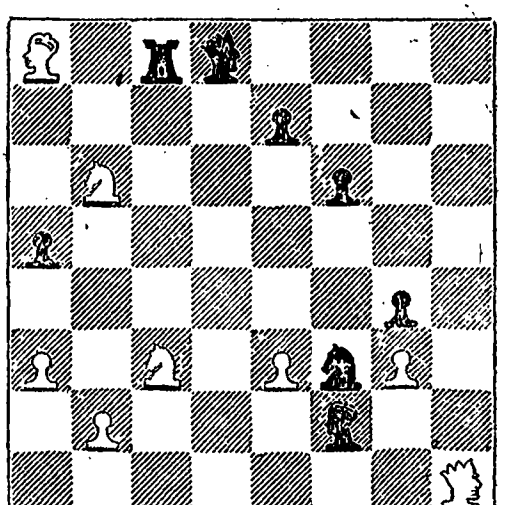
4. *W. Knight to* 12.
B. King to 3.



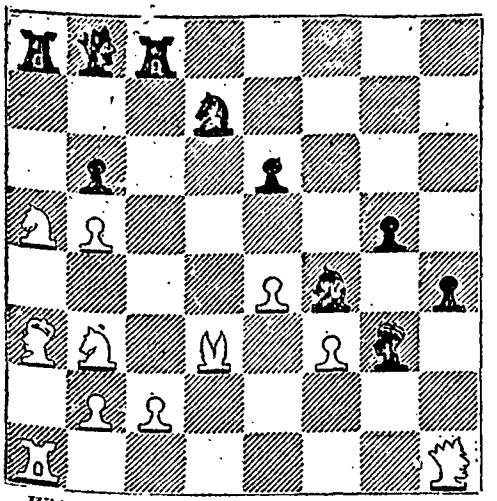
5. *W. Knight to* 18.
B. King to 4.



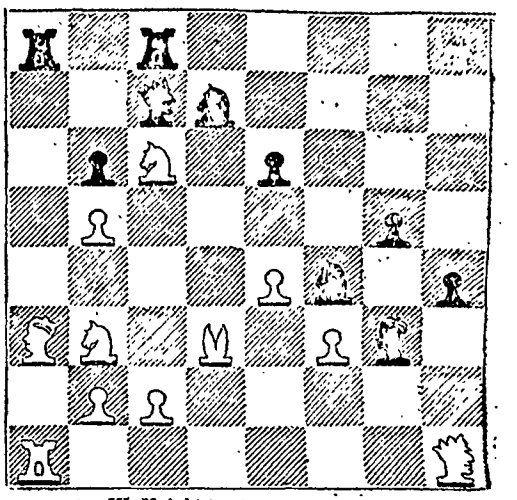
6. *W. Bishop takes Castle.*
B. Castle reprises.



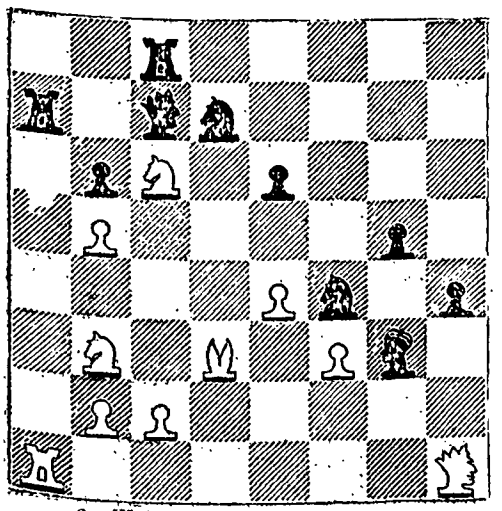
7. *W. Queen to* 1. *B. Castle to* 3; *when Queen will take Castle, and give Check mate.*



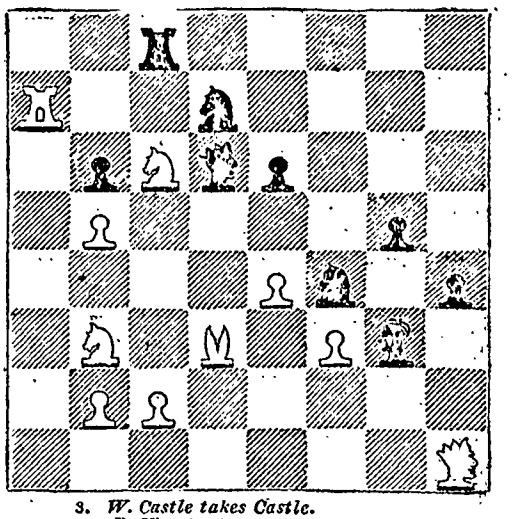
White to move, will give Check-mate in 9 moves.



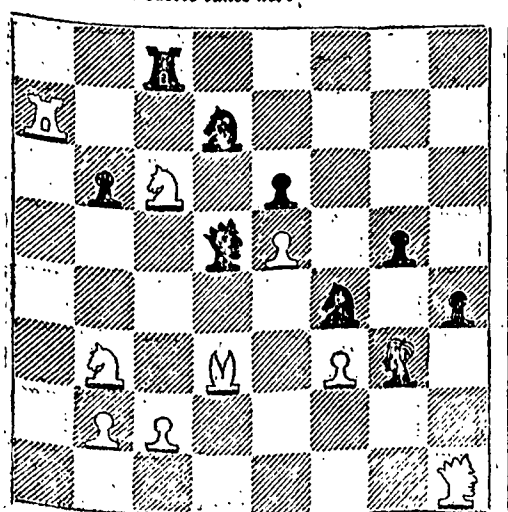
1. *W. Knight to* 19.
B. King to 11.



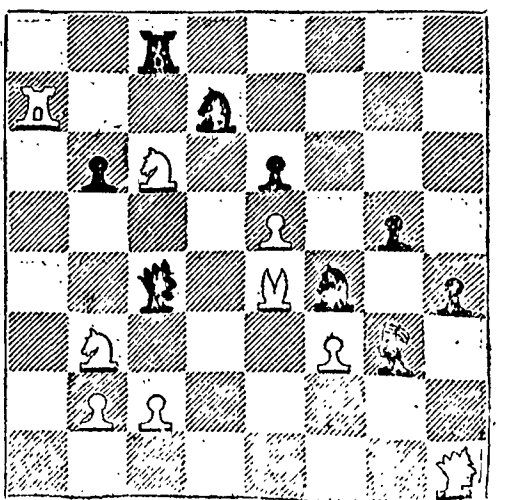
2. *W. Queen to* 9.
B. Castle takes her.



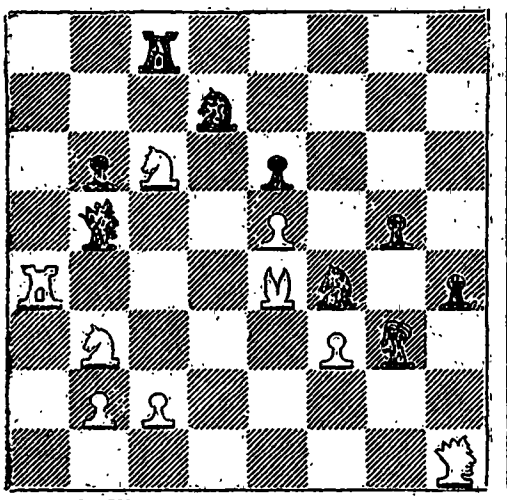
3. *W. Castle takes Castle.*
B. King to 20.



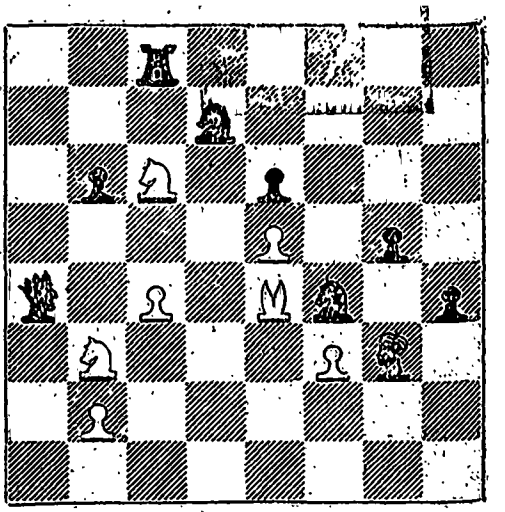
4. *W. Pawn to* 29.
B. King to 28.



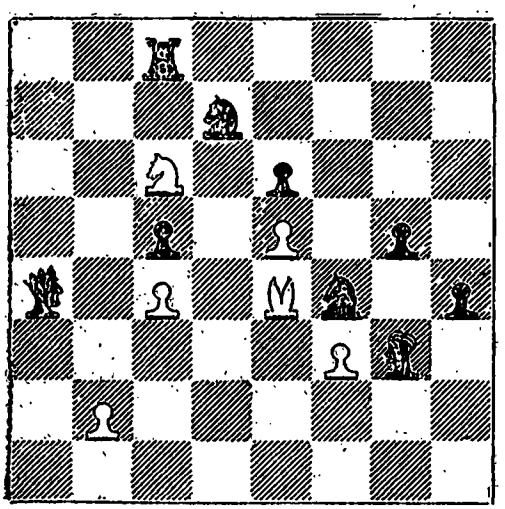
5. *W. Bishop to* 37.
B. King to 35.



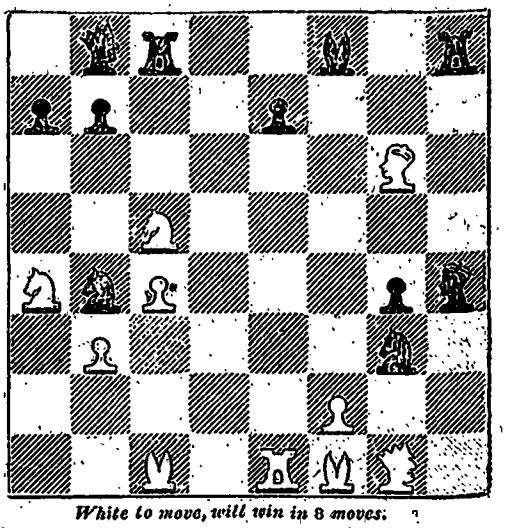
6. *W. Castle to 33.*
B. King to 26.



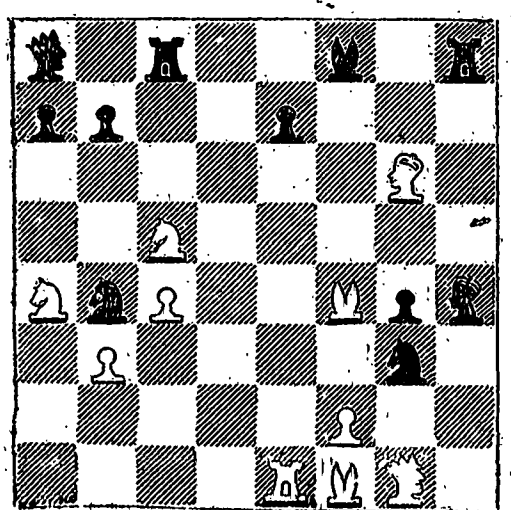
7. *W. Pawn to 35.*
B. King takes Castle.



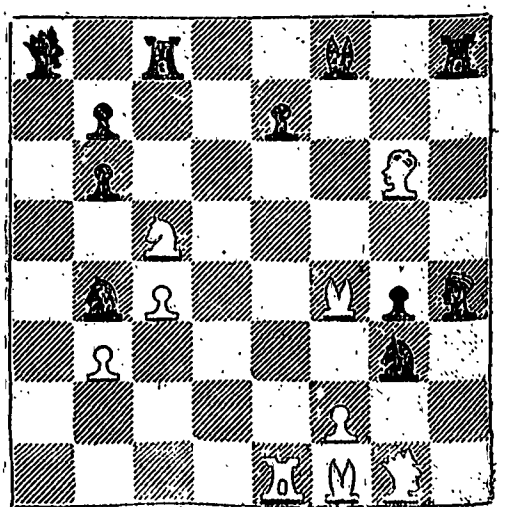
8. *W. Knight on 27. B. Pawn takes, when Bishop will give Check-mate on 51.*



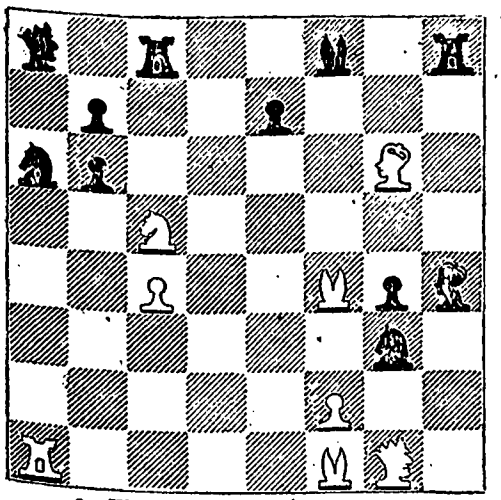
White to move, will win in 8 moves.



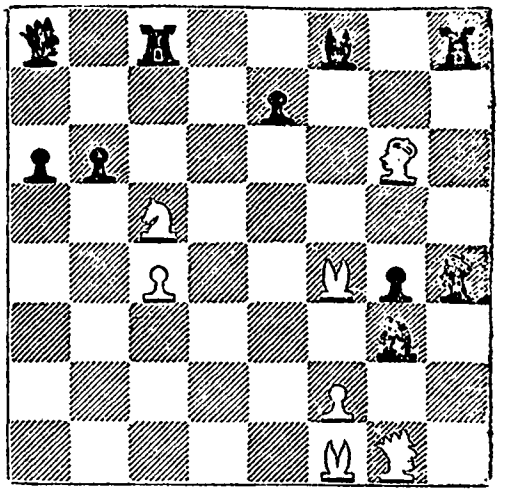
1. *W. Bishop to 36.*
B. King to 1.



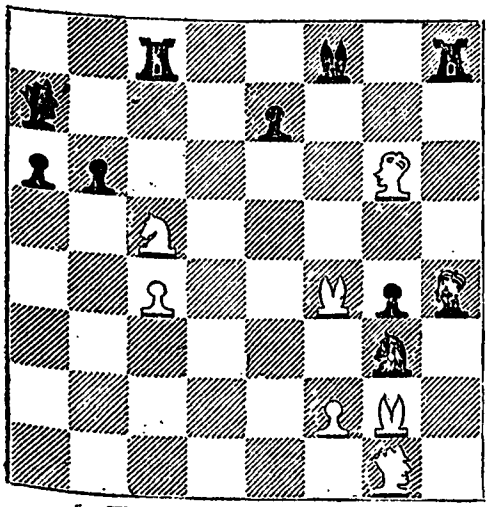
9. *W. Knight to 10.*
B. Pawn takes it.



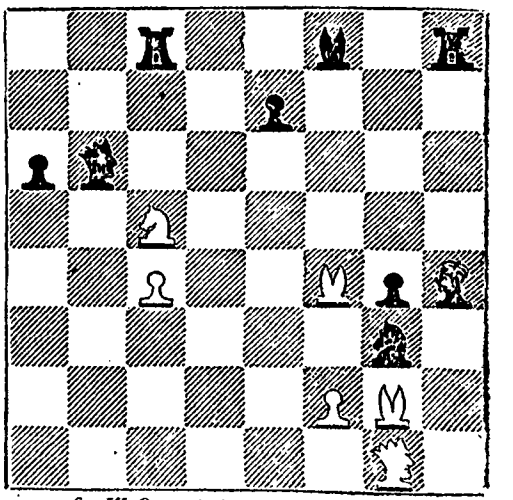
3. *W. Castle to 57.*
B. Knight to 17.



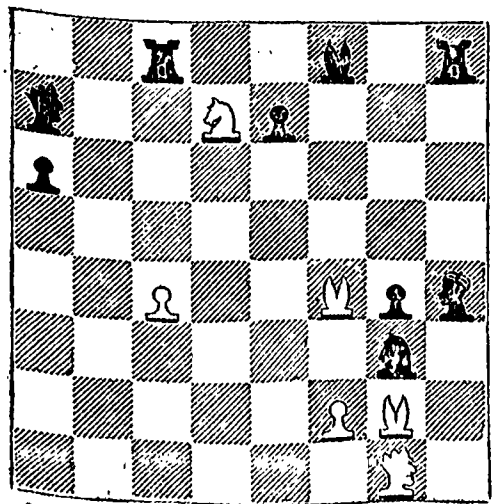
4. *W. Castle takes Knight.*
B. Pawn reprises.



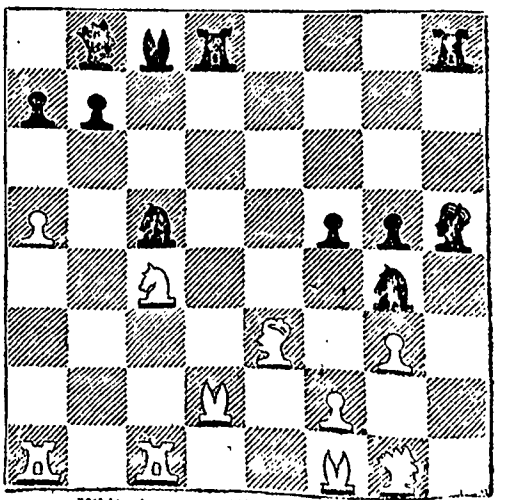
5. *W. Bishop to 35.*
B. King to 9.



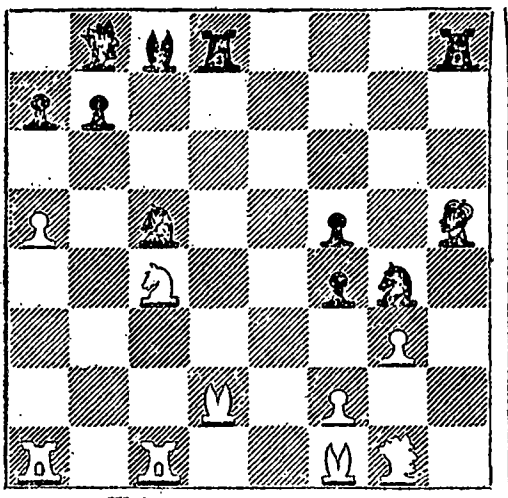
6. *W. Queen to 18.*
B. King takes her.



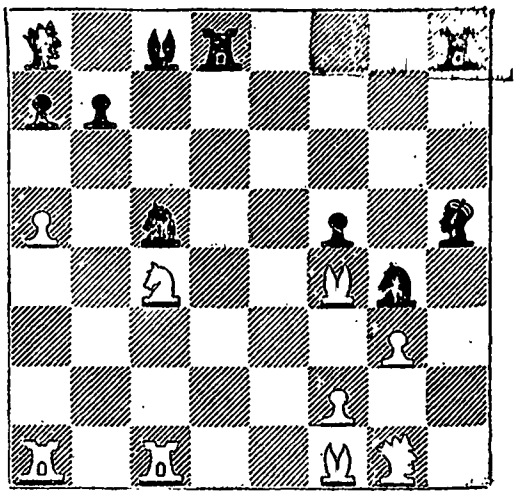
7. *W. Knight to 22.*
B. King to 9, when Bishop will give Check-mate on 40



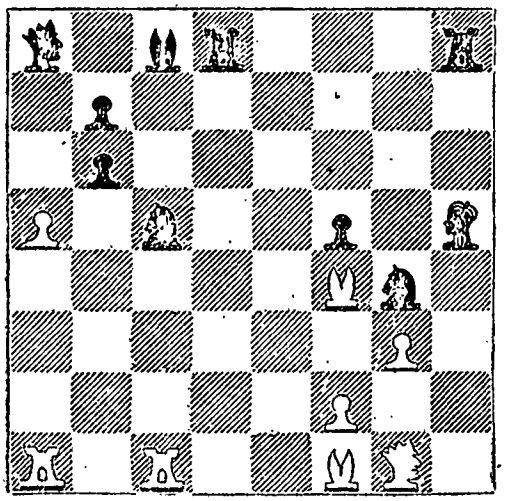
White to move, will win in 7 moves.



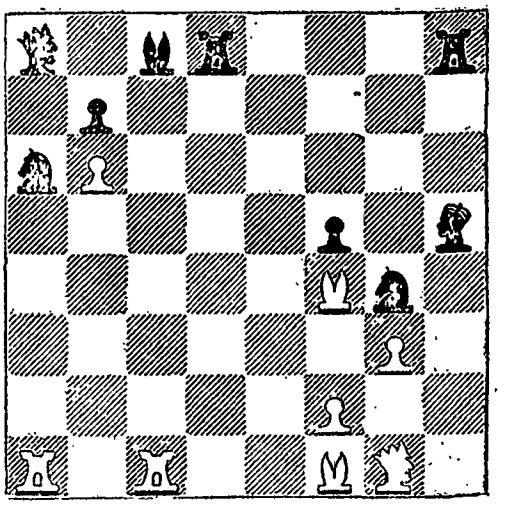
1. *W. Queen to* 38.
B. Pawn takes her.



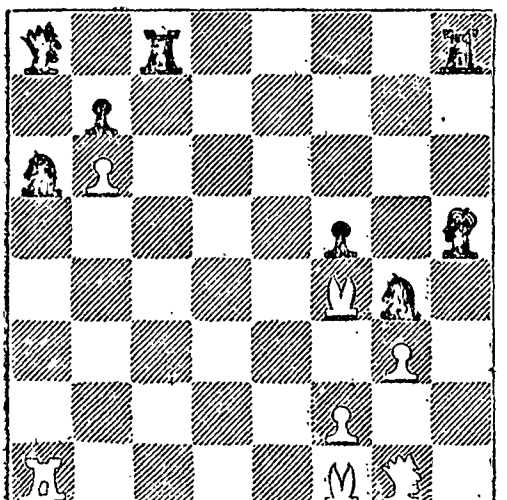
2. *W. Bishop to* 38.
B. King to 1.



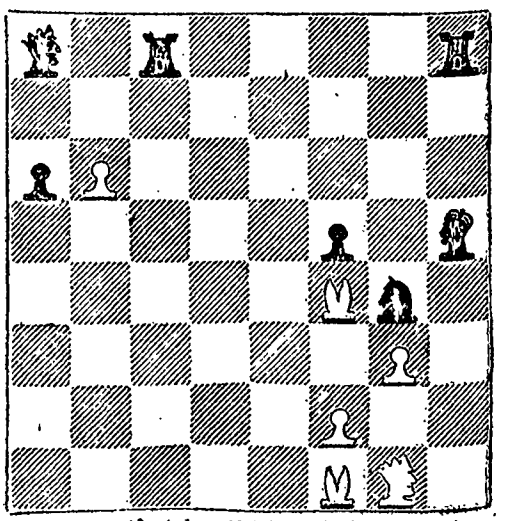
3. *W. Knight to* 18.
B. Pawn to 18.



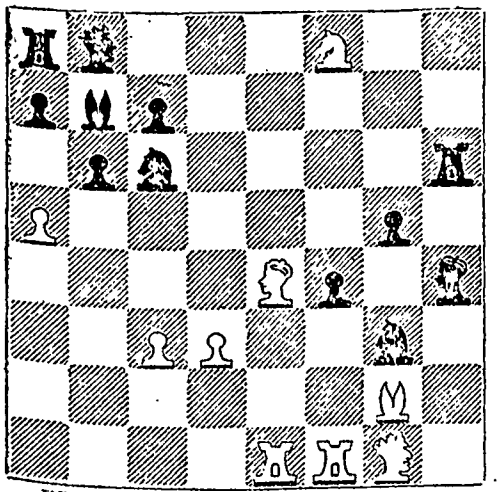
4. *W. Pawn takes Pawn.*
B. Knight to 17.



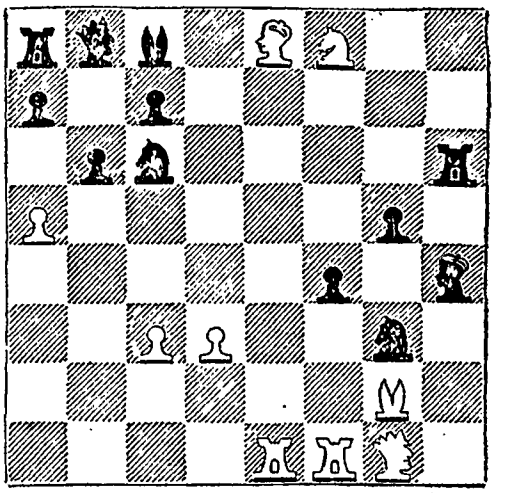
5. *W. Castle takes Bishop.*
B. Castle reprises.



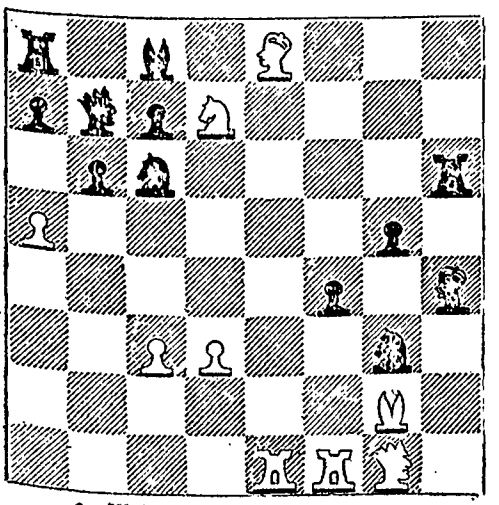
6. *W. Castle takes Knight. B. Pawn reprises, when Bishop will give Check-mate on* 55.



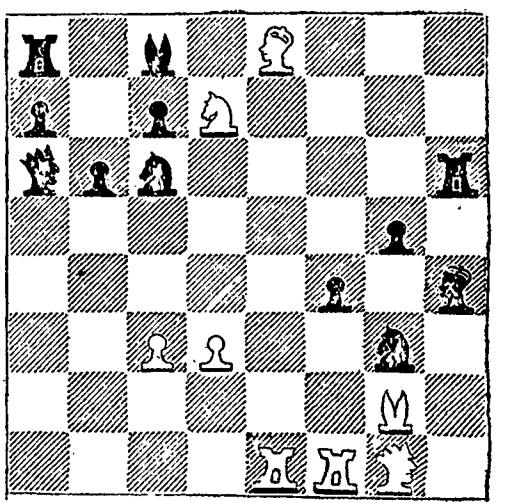
White to move, will give Check-mate in 7 moves.



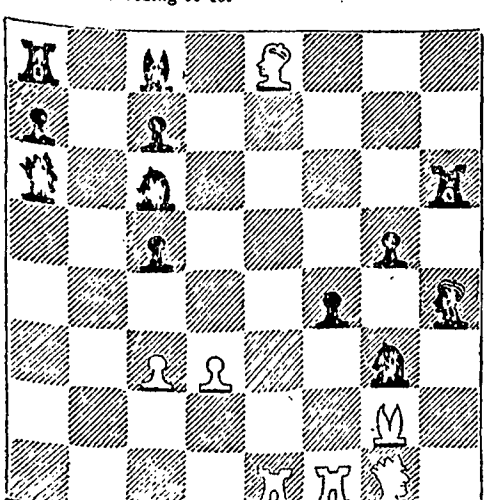
1. *W. Queen to 5.*
B. Bishop to 3.



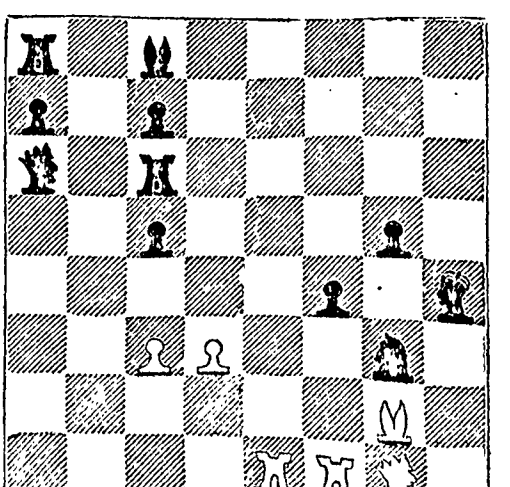
2. *W. Knight to 12.*
B. King to 10.



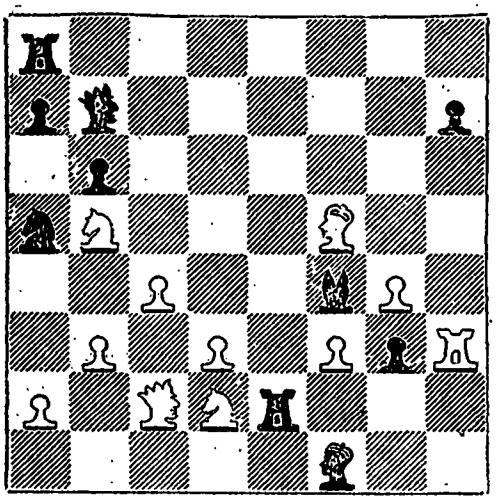
3. *W. Pawn to 17.*
B. King takes it.



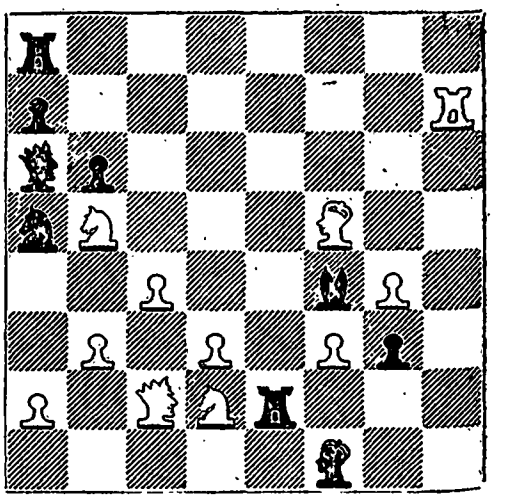
4. *W. Knight to 27.*
B. Pawn takes it.



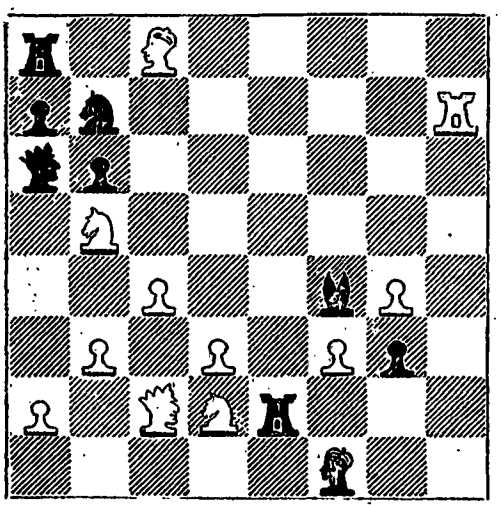
5. *W. Queen takes Knight. B. Castle reprises, when one Castle will give check on 57, and the other Castle Check-mate on 58.*



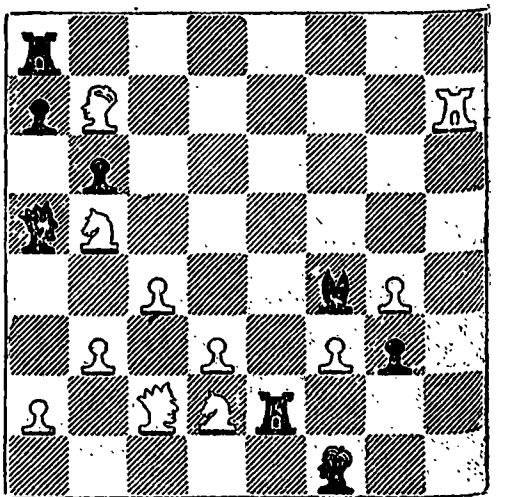
White to move, will give Check-mate in 9 moves.



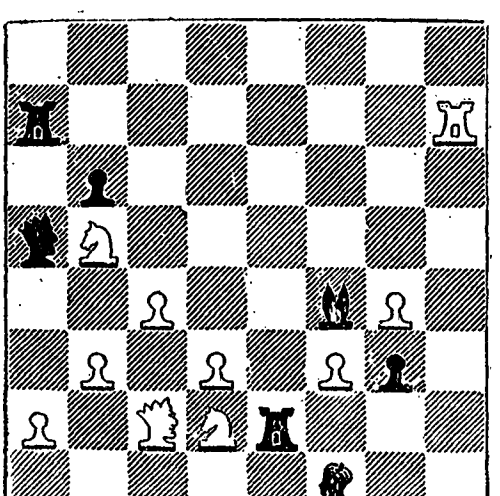
1. *W. Castle to* 16.
B. King to 17.



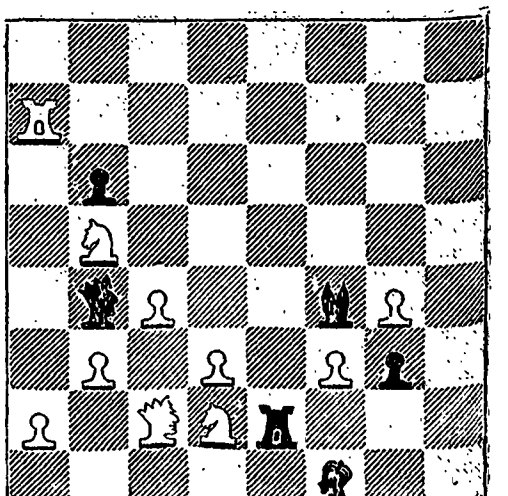
2. *W. Queen to* 3.
B. Knight to 10.



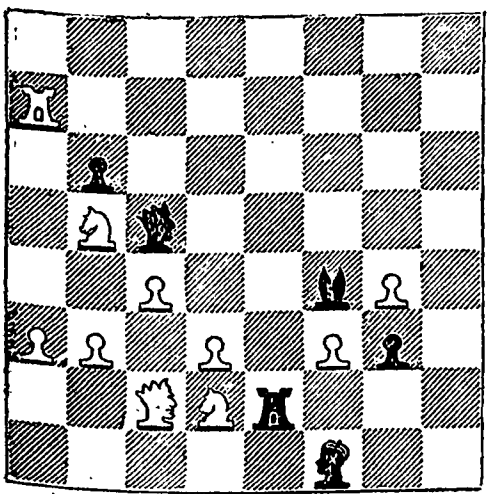
3. *W. Queen to* 10.
B. King to 25.



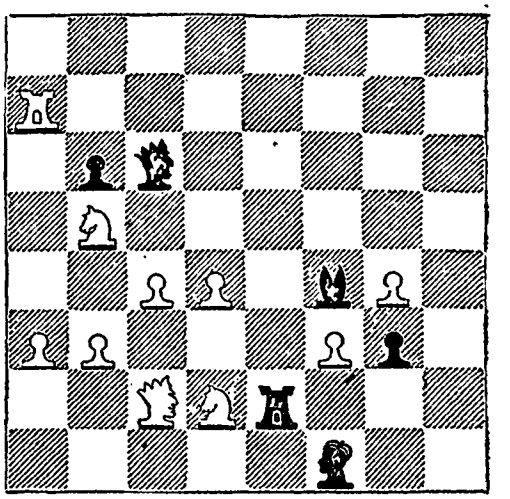
4. *W. Queen to* 9.
B. Castle takes her.



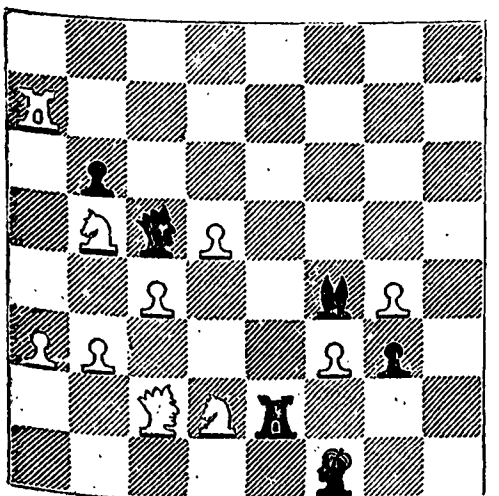
5. *W. Castle takes Castle.*
B. King to 34.



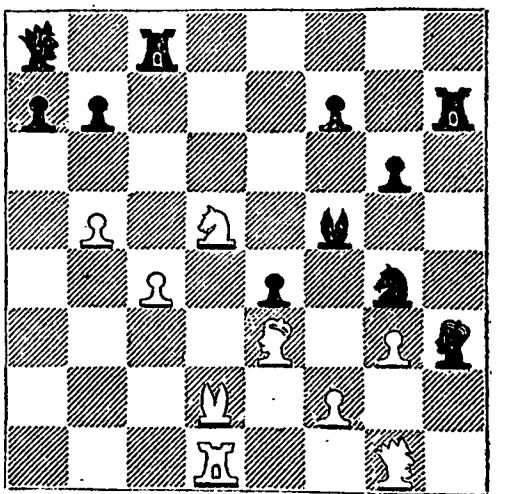
6. *W. Pawn to* 41.
B. King to 27.



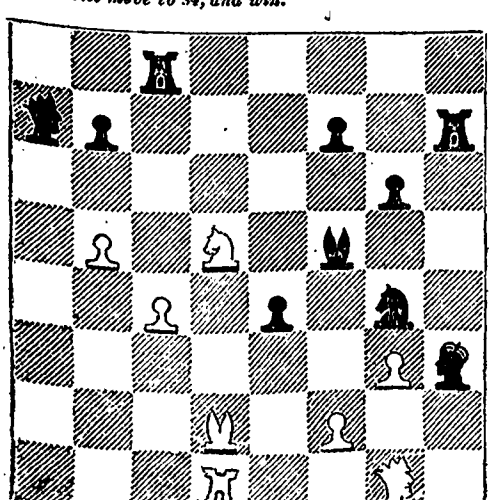
7. *W. Pawn to* 36.
B. King to 19.



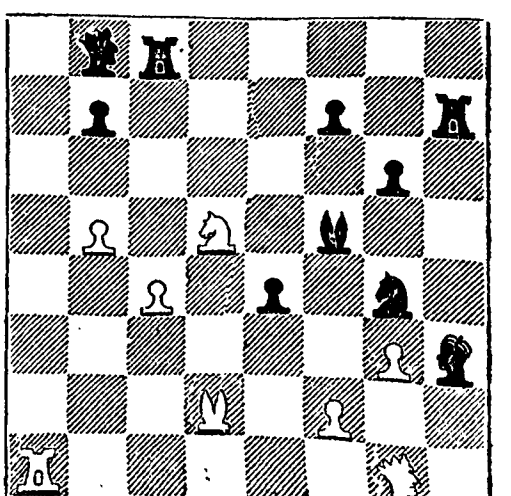
8. *White King's Pawn to* 28. *B. King to* 27, *when Pawn will move to* 34, *and win.*



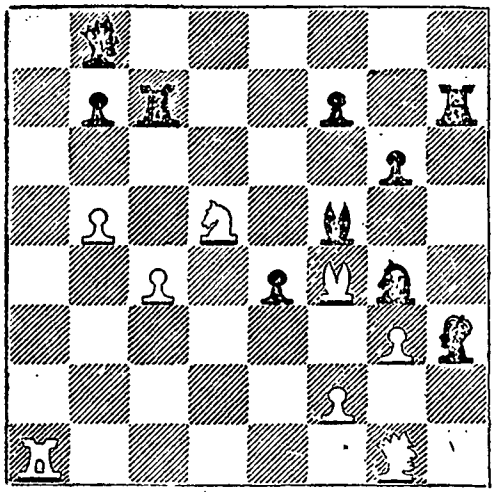
White to move, will give Check-mate in 9 *moves.*



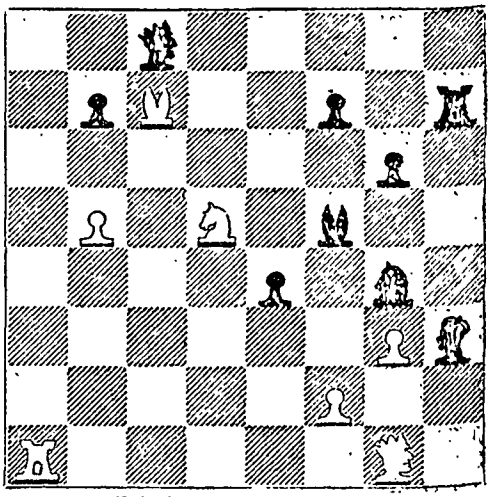
1. *W. Queen to* 9.
B. King takes her.



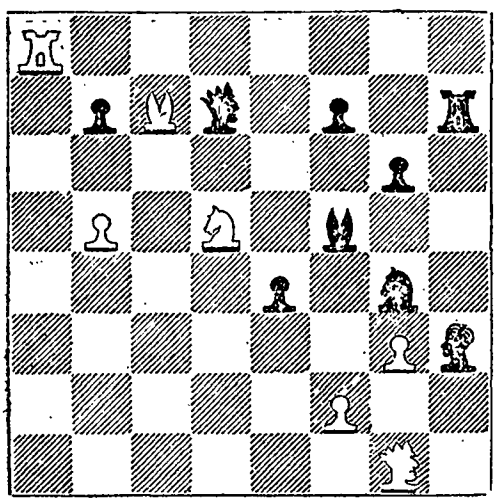
2. *W. Castle to* 51.
B. King to 2.



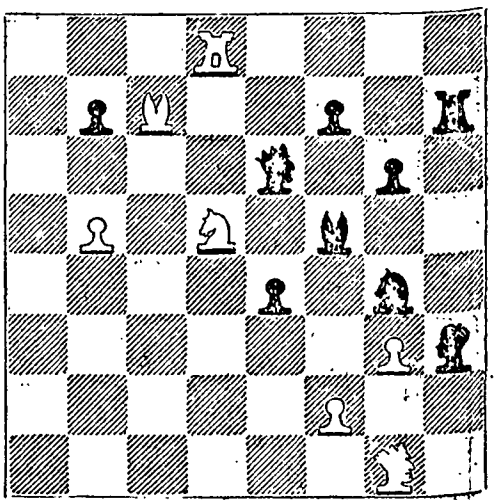
3. *W. Bishop to* 38.
B. Castle to 11.



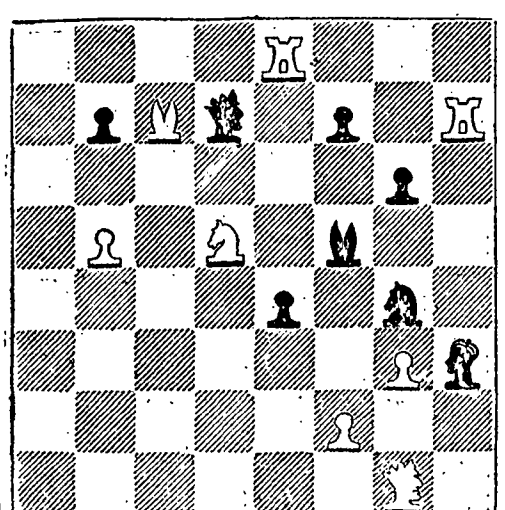
4. *W. Bishop takes Castle.*
B. King to 3.



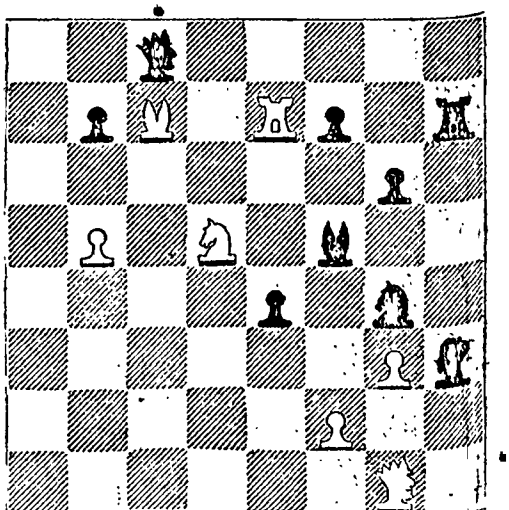
5. *W. Castle to* 1.
B. King to 12.



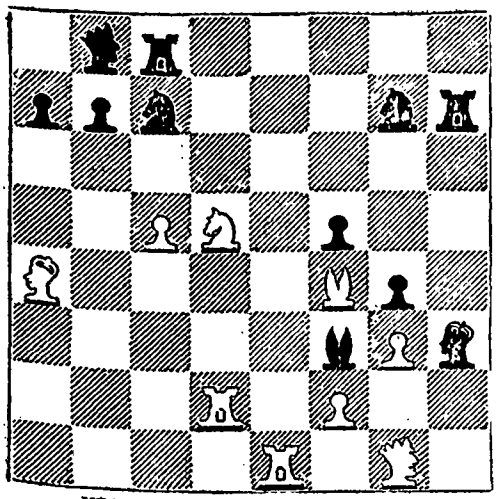
6. *W. Castle to* 4.
B. King to 21.



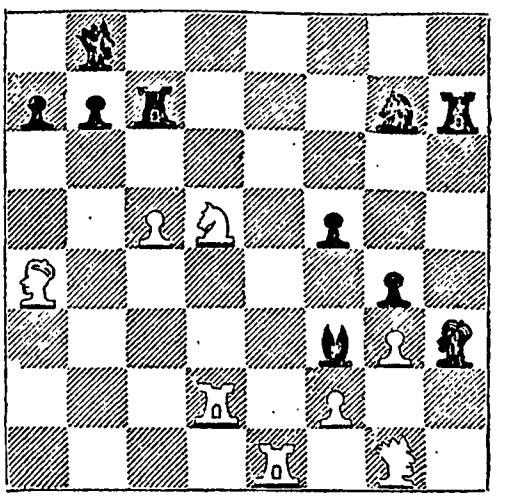
7. *W. Castle to* 5.
B. King to 12.



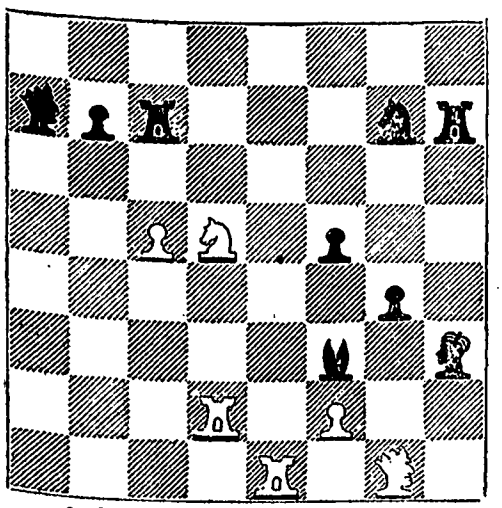
8. *W. Castle to* 13. *B. King to* 3, *when Knight will give Check-mate on* 18.



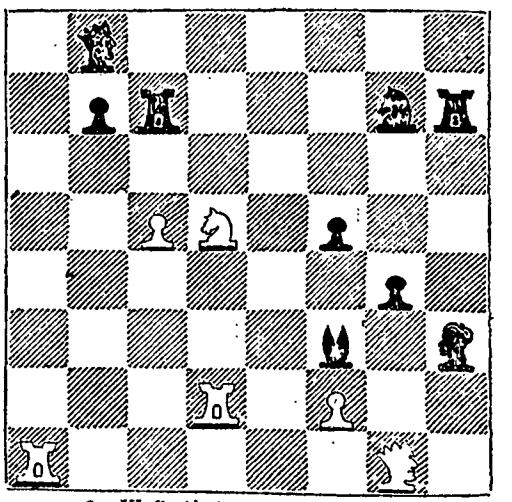
White to move, will win in 7 moves.



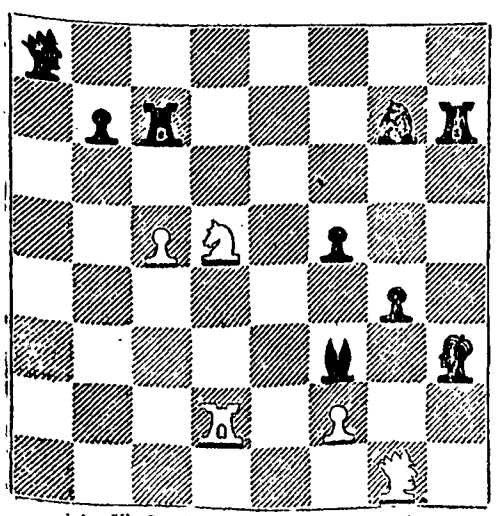
1. *W. Bishop takes Knight.* *B. Castle reprises.*



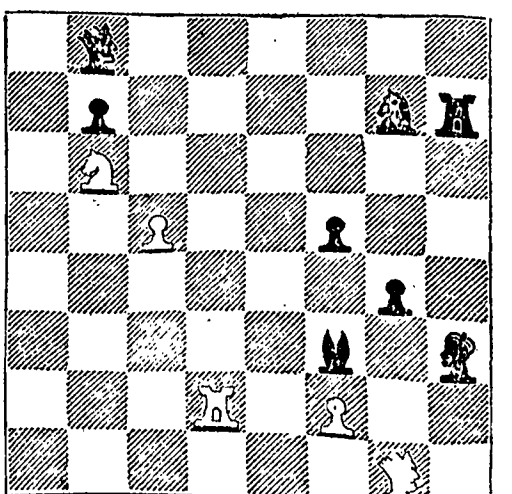
2. *W. Queen to 9.* *B. King takes her.*



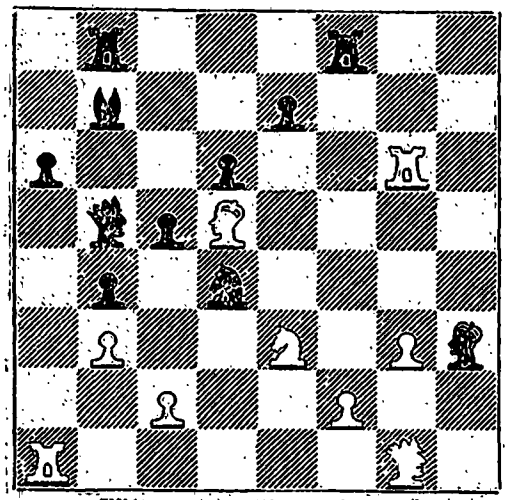
3. *W. Castle to 5.* *B. King to 2.*



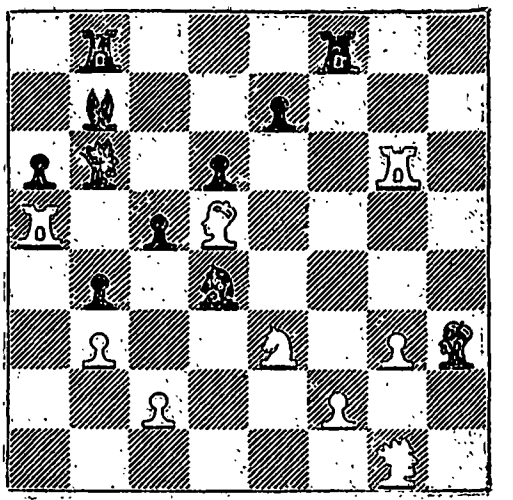
4. *W. Castle to 1.* *B. King takes it.*



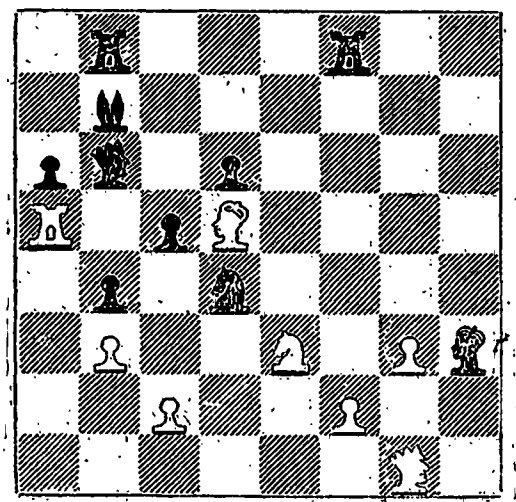
5. *W. Knight takes Castle.* *B. King to 2, when Castle to 4, and then to 1, gives Check-mate.*



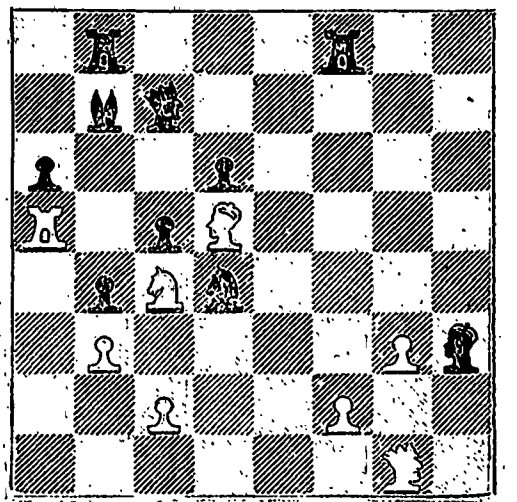
White to move, will win in 5 moves.



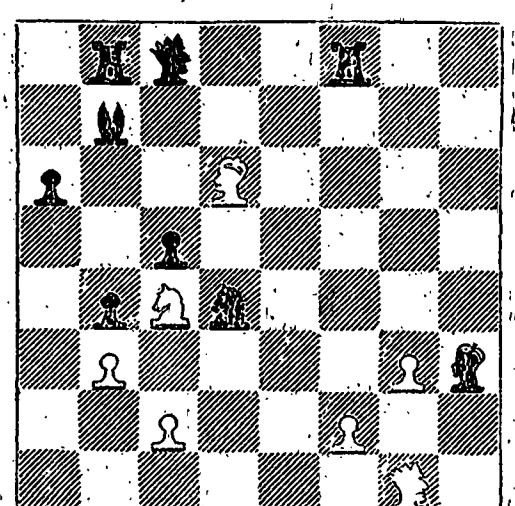
1. *W. Castle to 25.* *B. King to 18.*



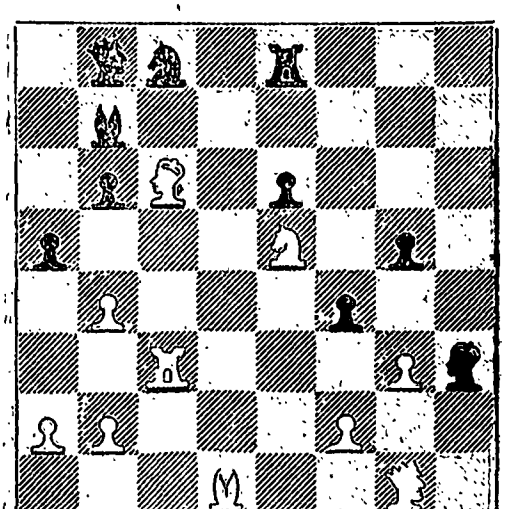
2. *W. Castle to 20.* *B. Pawn takes it.*



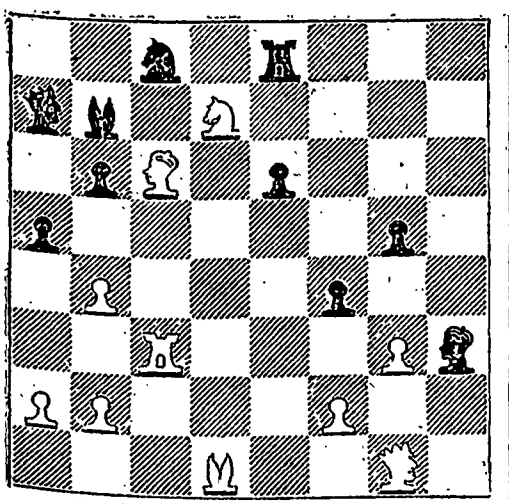
3. *W. Knight to 36.* *B. King to 11.*



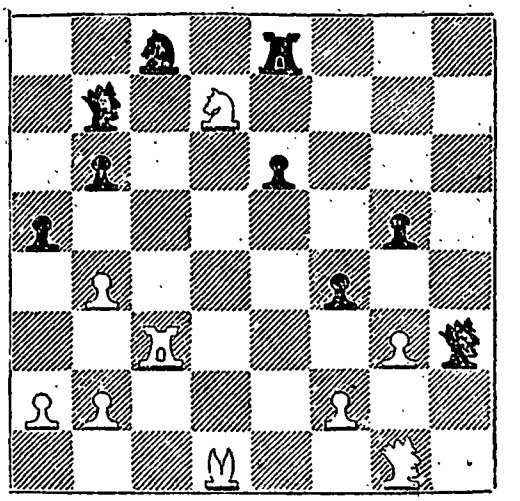
4. *W. Queen to 20.* *B. King to 8, when Knight will give Check-mate on 13.*



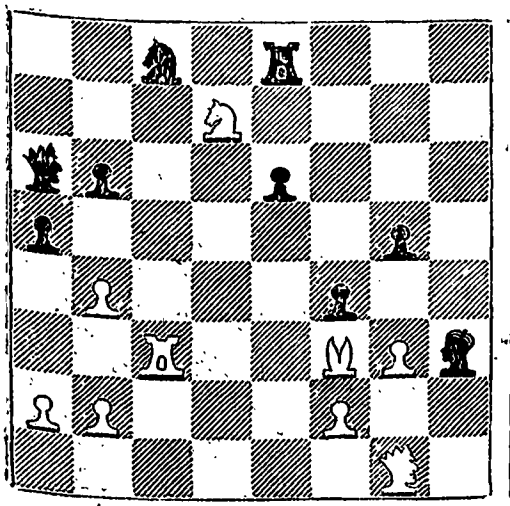
White to move, will give Check-mate in 9 moves.



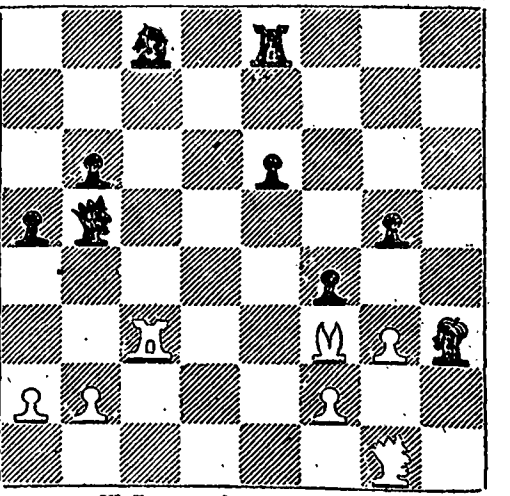
1. *W. Knight to* 12. *B. King to* 9.



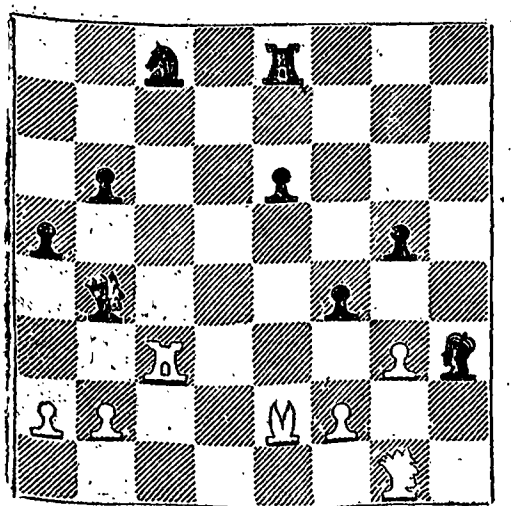
2. *W. Queen takes Bishop. B. King reprises.*



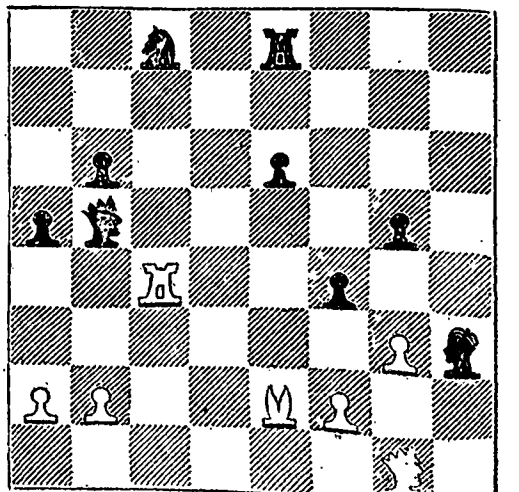
3. *W. Bishop to* 46. *B. King to* 17.



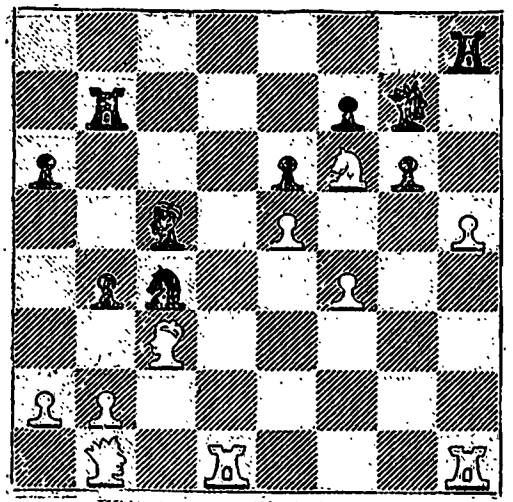
4. *W. Pawn to* 26. *B. King takes it.*



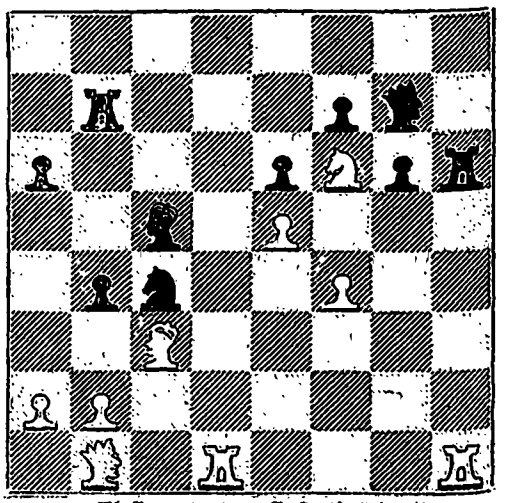
5. *W. Bishop to* 53. *B. King to* 34.



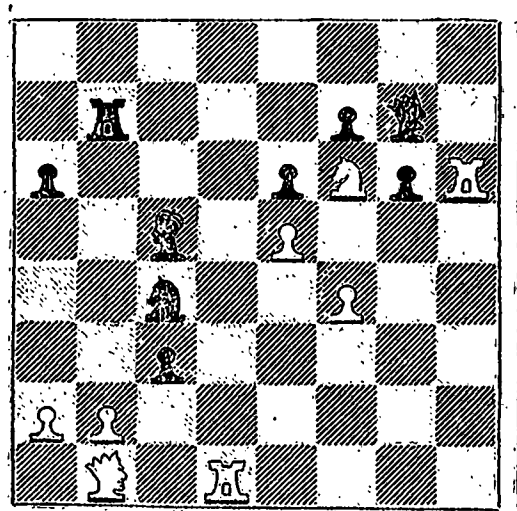
6. *W. Castle to* 35. *B. King to* 26, *when Pawn to* 33, *Castle to* 11, *and Bishop will give Check-mate on* 26.



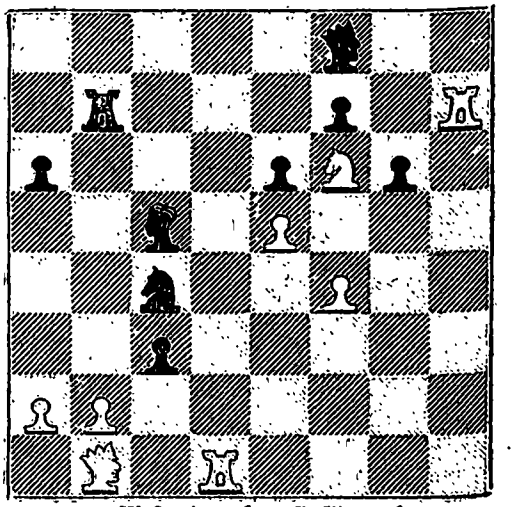
White to move, will win in 5 moves.



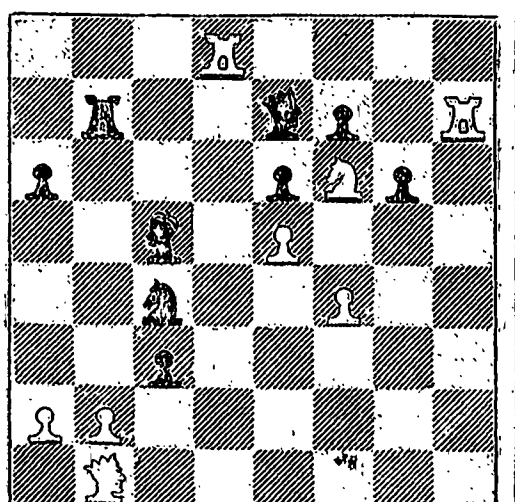
1. *W. Pawn to 24. B. Castle takes it.*



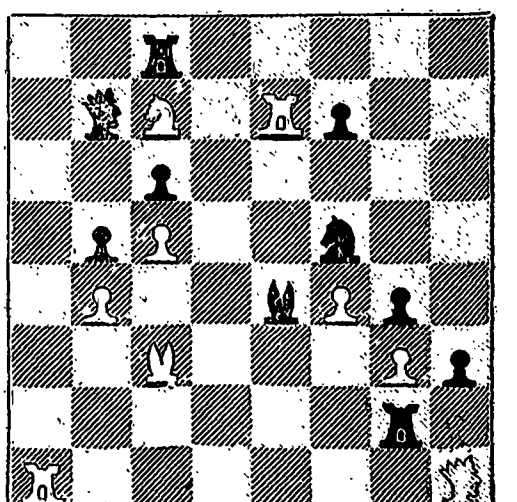
2. *W. Castle takes Castle. B. Pawn takes Queen.*



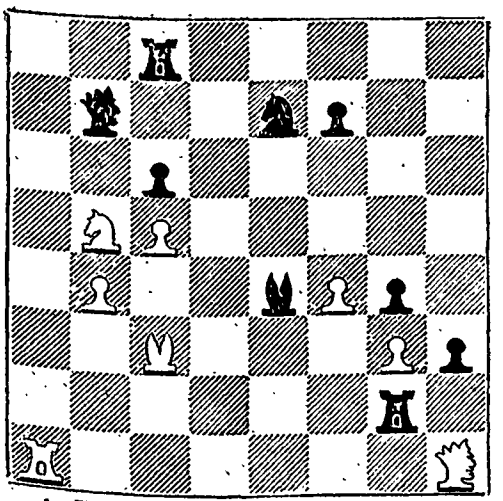
3. *W. Castle to 16. B. King to 6.*



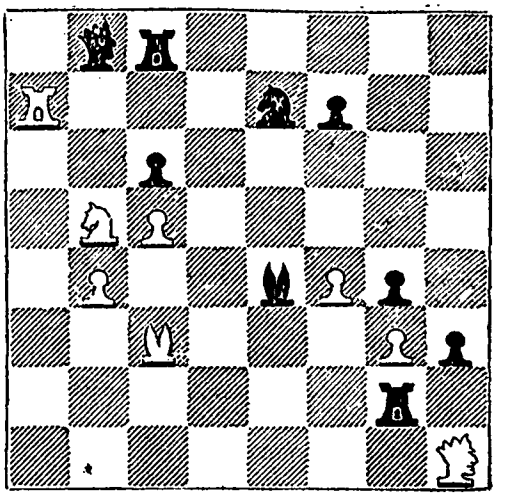
4. *W. Castle to 4. B. King to 13, when Castle will give Check-mate on 5.*



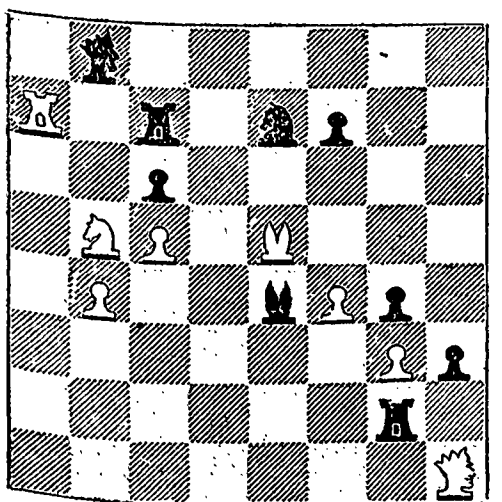
White to move, will give Check-mate in 8 moves.



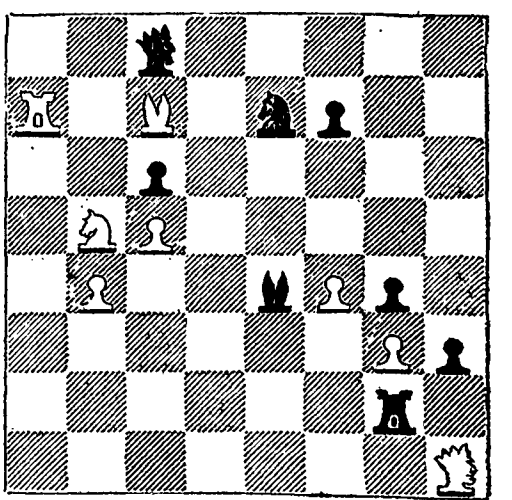
1. *W. Knight to 26.* *B. Knight takes Castle.*



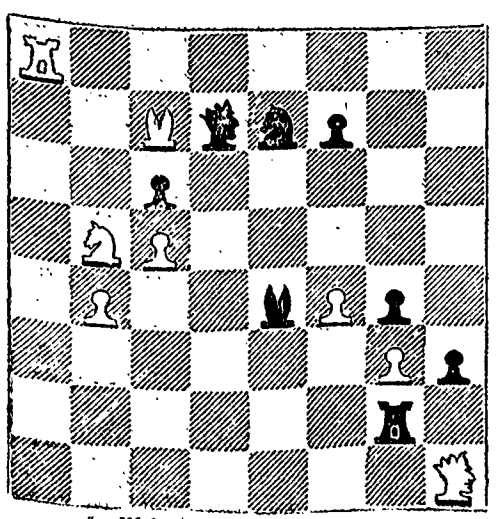
2. *W. Castle to 9.* *B. King to 2.*



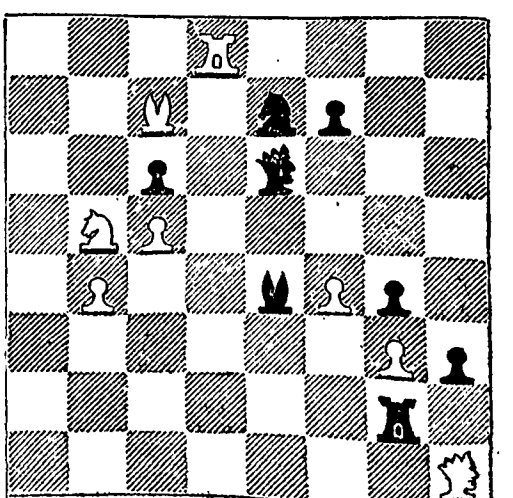
3. *W. Bishop to 29.* *B. Castle to 11.*



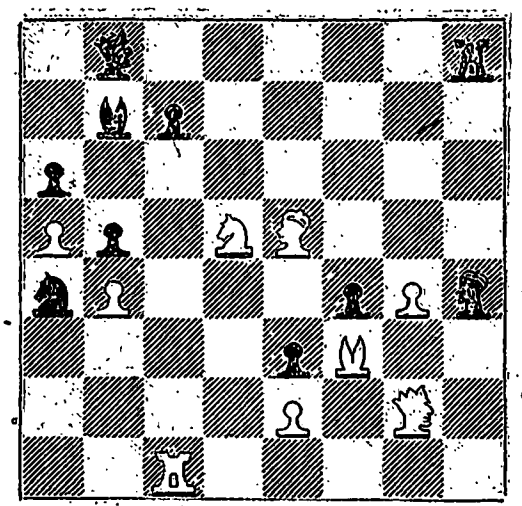
3. *W. Bishop takes Castle.* *B. King to 3.*



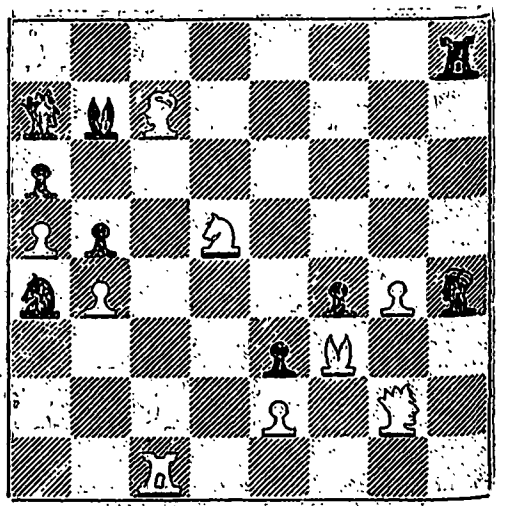
5. *W. Castle to 4.* *B. King to 12.*



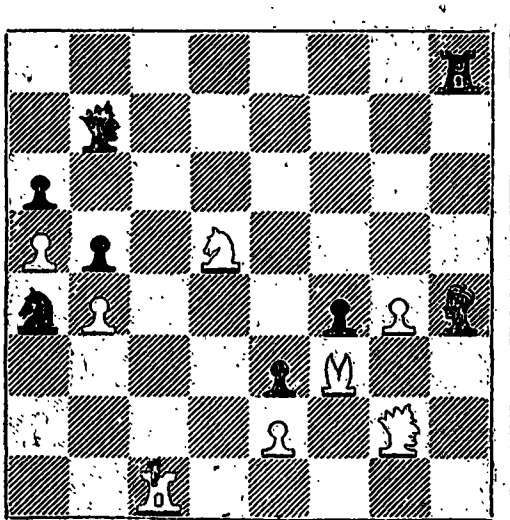
6. *W. Castle to 4.* *B. King to 21, then Castle to 20, when Knight will give Check-mate on 36.*



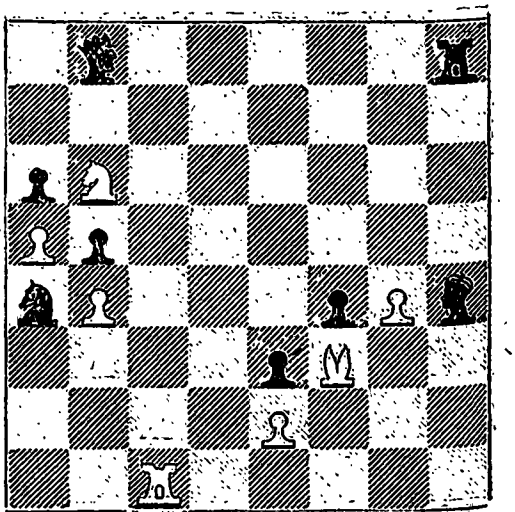
White to move, will win in 5 moves.



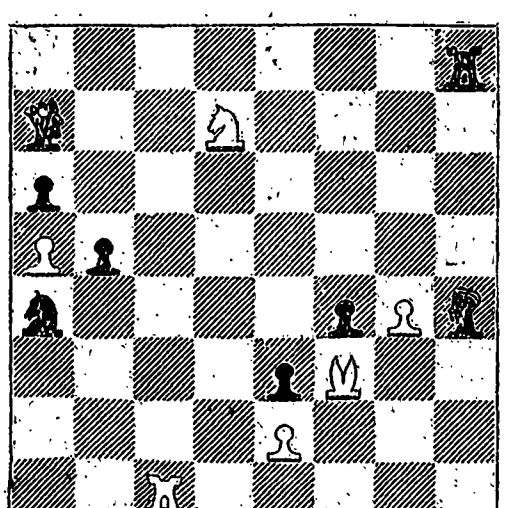
1. *W. Queen to 11. B. King to 9.*



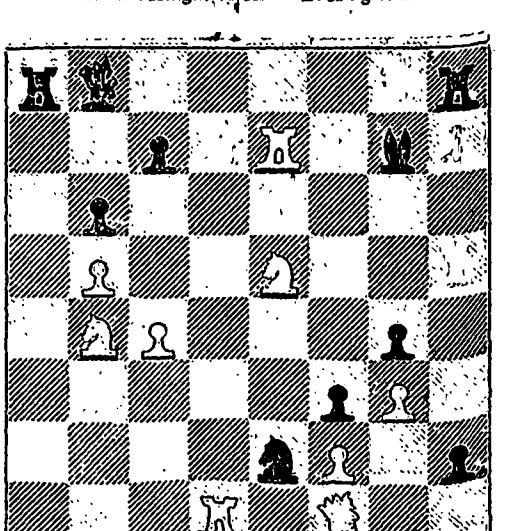
2. *W. Queen to 10. B. King takes her.*



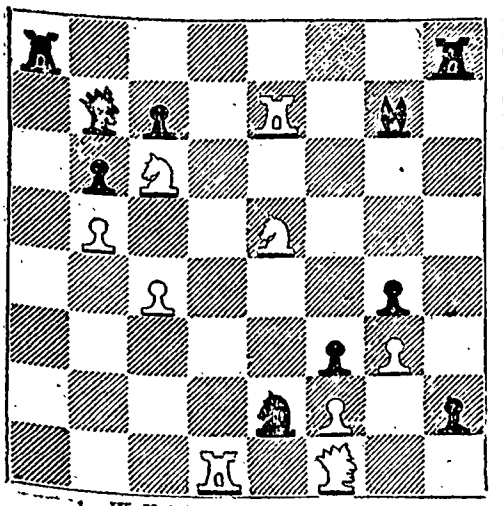
3. *W. Knight to 18. B. King to 2.*



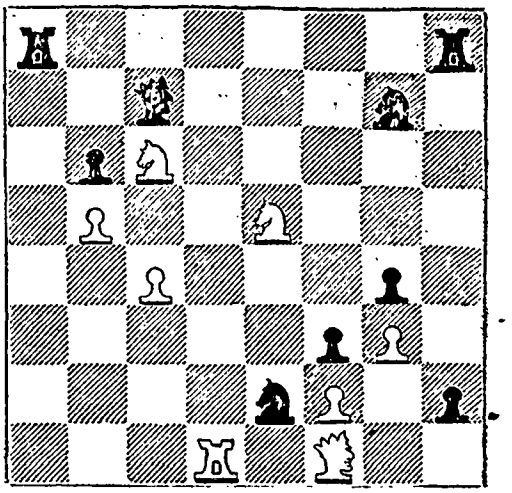
4. *W. Knight to 12. B. King to 9, when Castle will give Check mate on 11.*



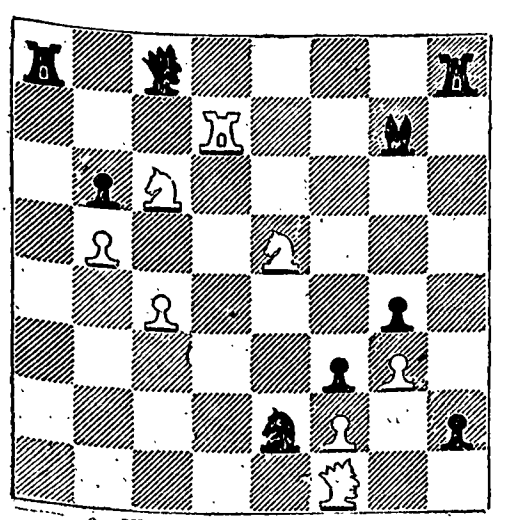
White to move, will win in 5 moves.



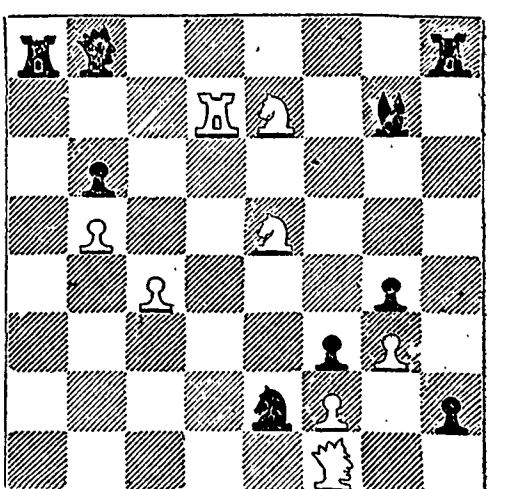
1. *W. Knight to* 19. *B. King to* 10.



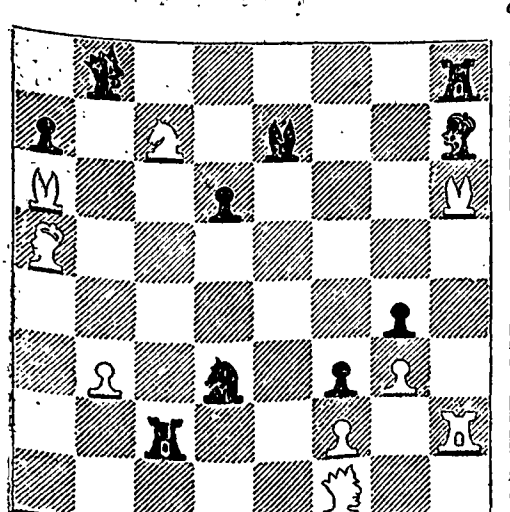
2. *W. Castle to* 11. *B. King takes it.*



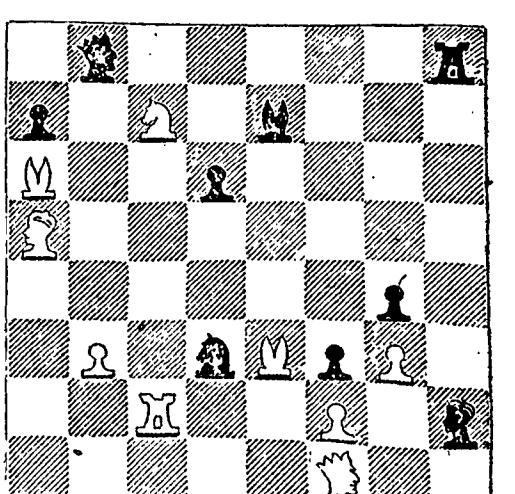
3. *W. Castle to* 13. *B. King to* 3.



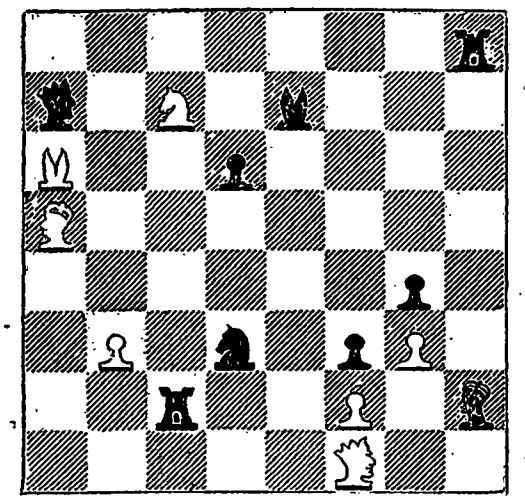
4. *W. Knight to* 13. *B. King to* 2, *when Knight on* 10, *gives Check-mate.*



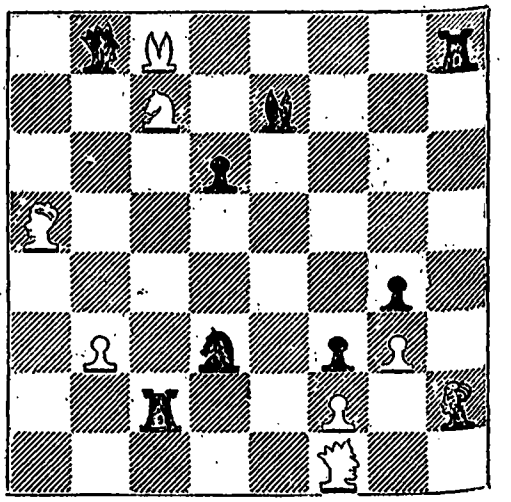
White to move, will win in 6 *moves.*



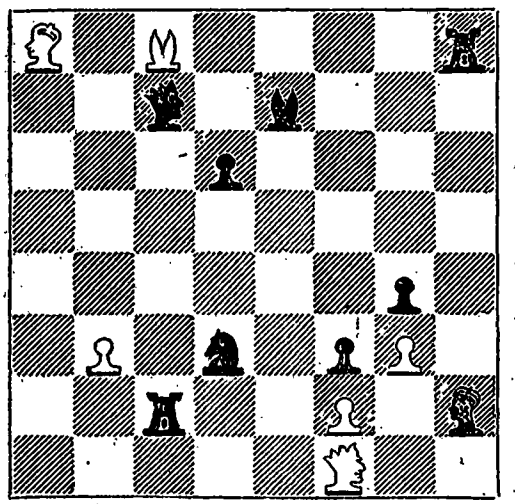
1. *W. Bishop to* 45. *B. Queen to* 56.



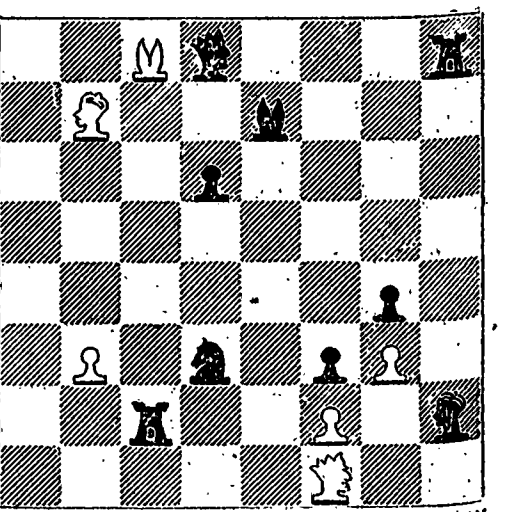
2. *W. Bishop to 9.* *B. King takes him.*



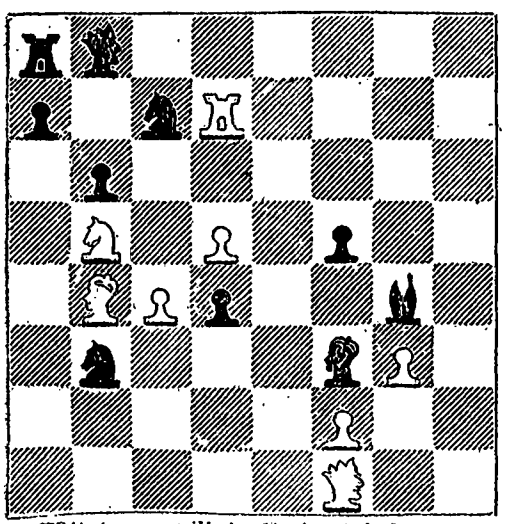
3. *W. Bishop to 3.* *B. King to 2.*



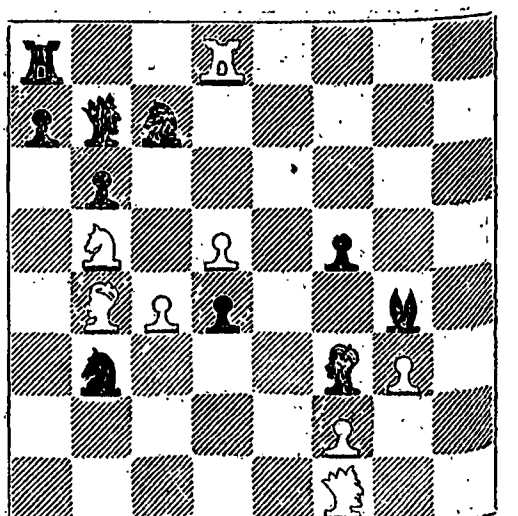
4. *W. Queen to 1.* *B. King takes Knight.*



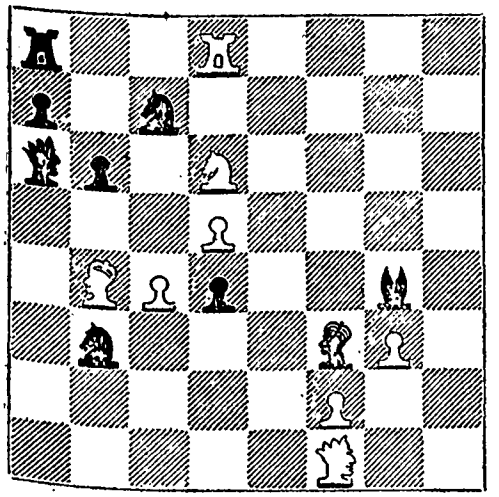
5. *W. Queen to 10.* *B. King to 4, when Queen will give Check-mate on 12.*



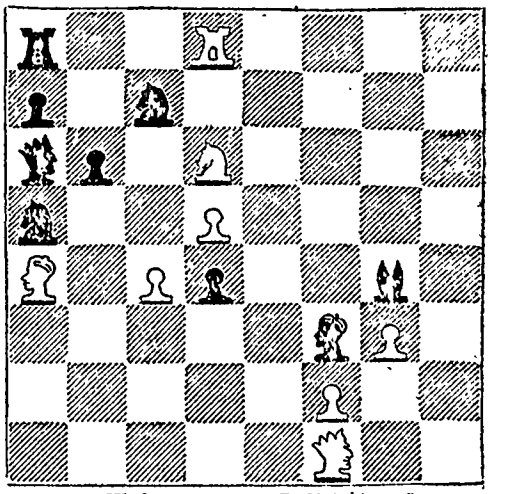
White to move, will give Check-mate in 5 moves.



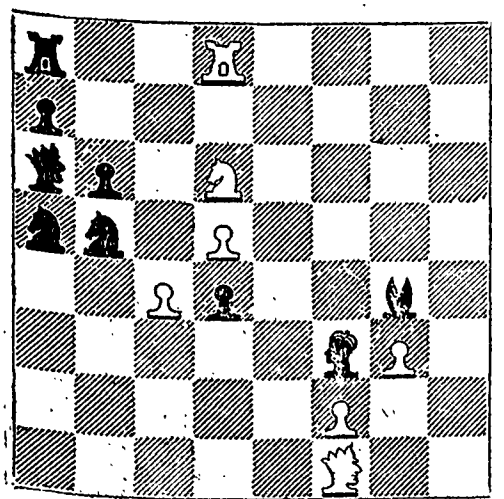
1. *W. Castle to 4.* *B. King to 10.*



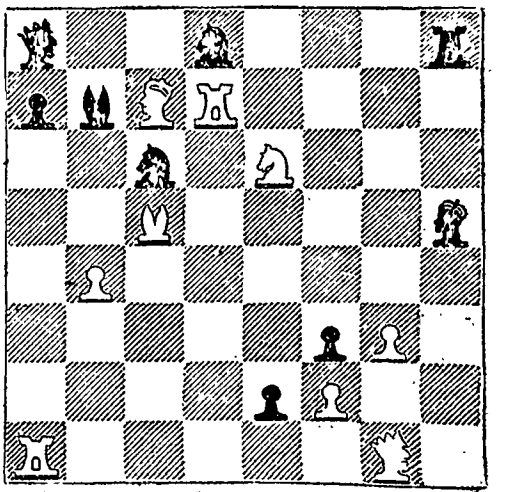
2. *W. Knight to* 20. *B. King to* 17.



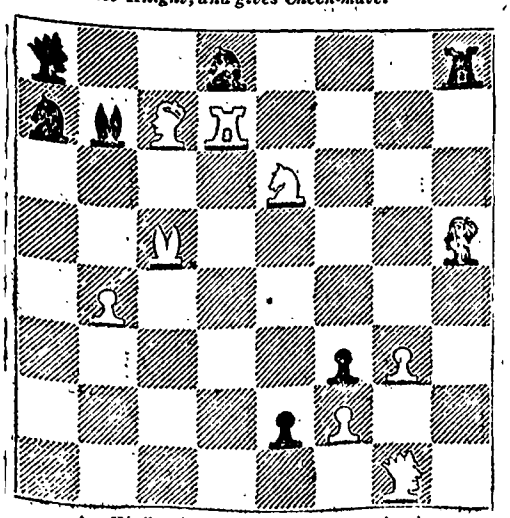
3. *W. Queen to* 33. *B. Knight to* 25.



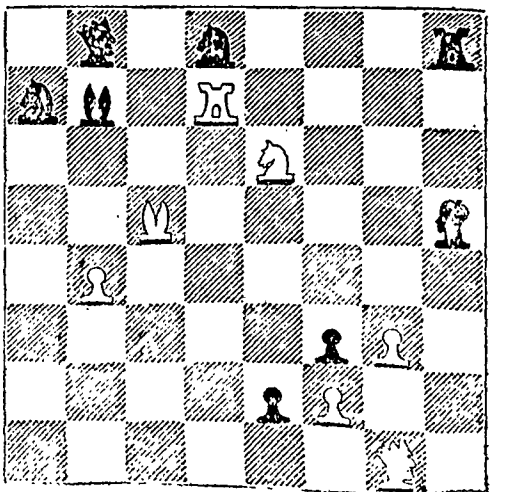
4. *W. Queen to* 26. *B. Knight takes her, when Pawn takes Knight, and gives Check-mate.*



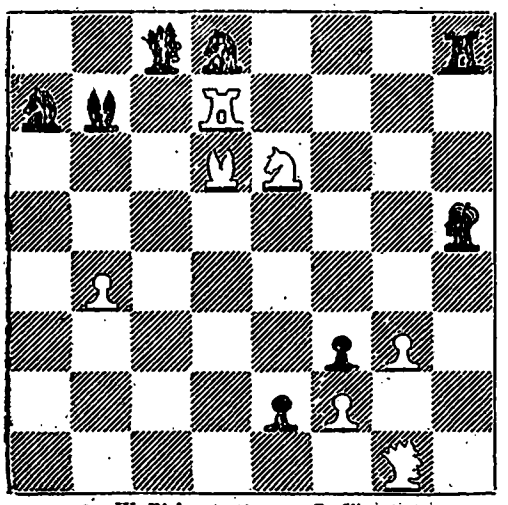
White to move, will give Check-mate in 8 *moves.*



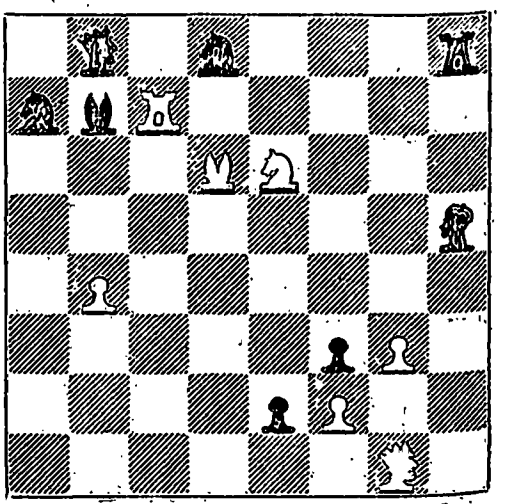
1. *W. Castle to* 9. *B. Knight takes it.*



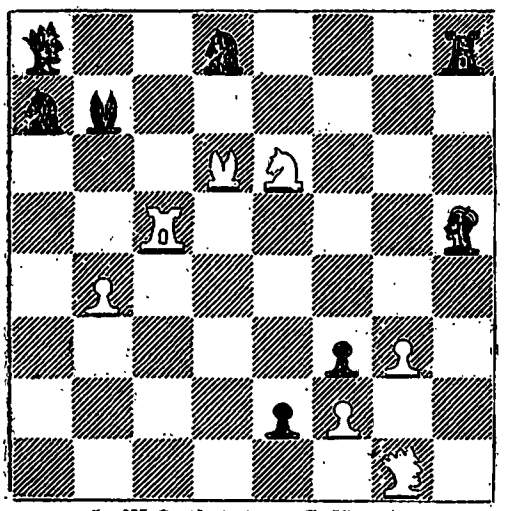
2. *W. Queen to* 2. *B. King takes her.*



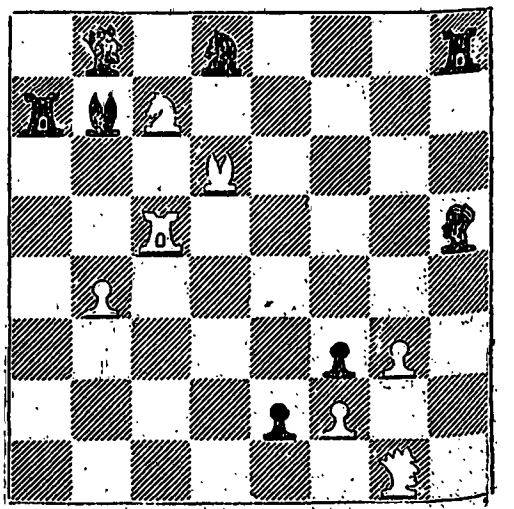
3. *W. Bishop to 20.* *B. King to 3.*



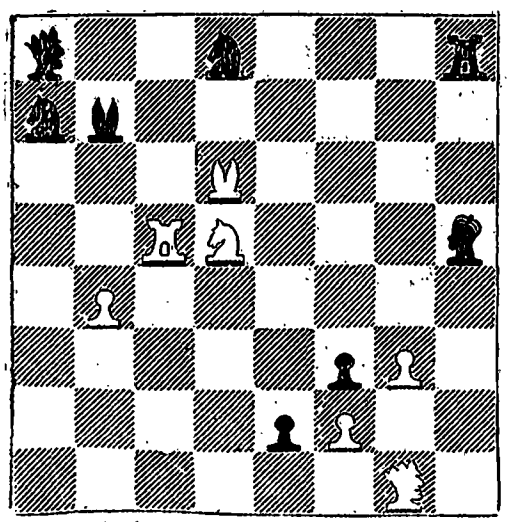
4. *W. Castle to 11.* *B. King to 2.*



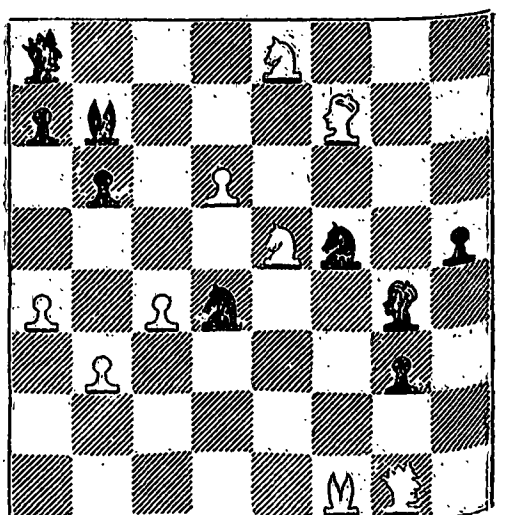
5. *W. Castle to 27.* *B. King to 1.*



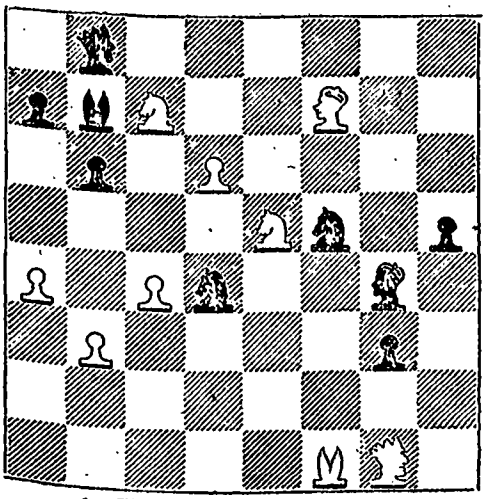
6. *W. Knight to 11.* *B. King to 2.*



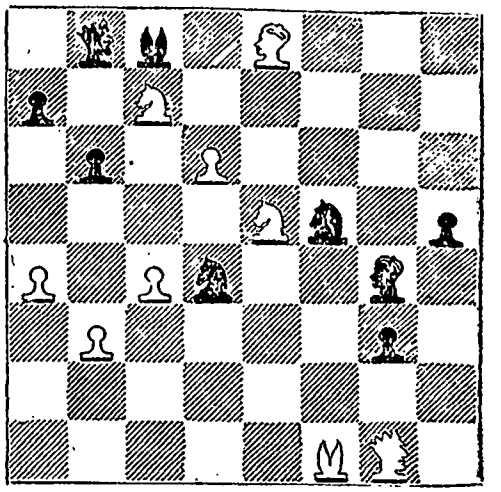
7. *W. Knight to 23.* *B. King to 1, when Knight will give Check-mate on 18.*



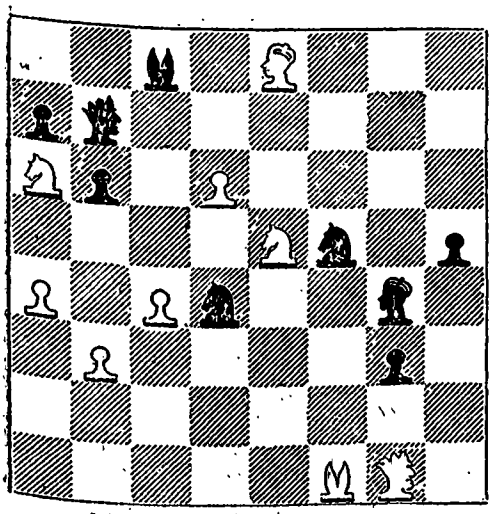
White to move, will give Check-mate in 7 moves.



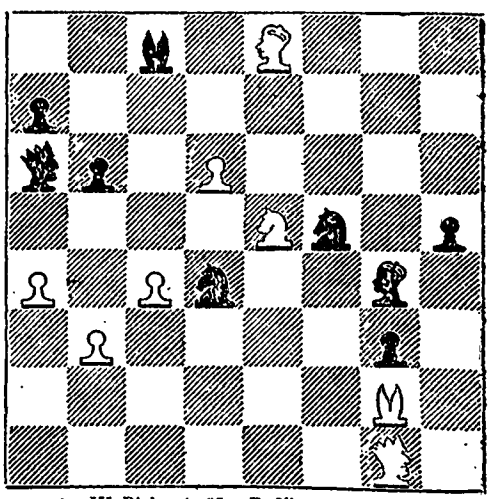
1. *W. Knight to* 11. *B. King to* 2.



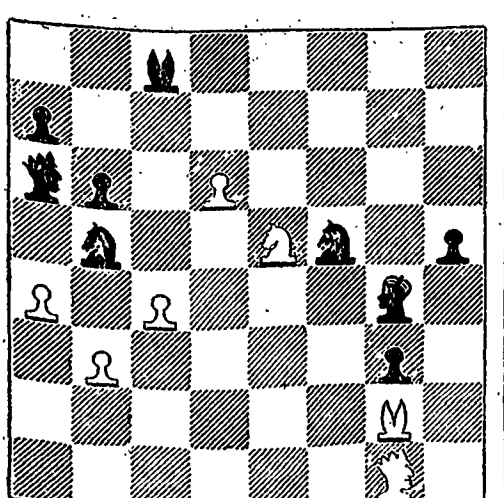
2. *W. Queen to* 5. *B. Bishop to* 3.



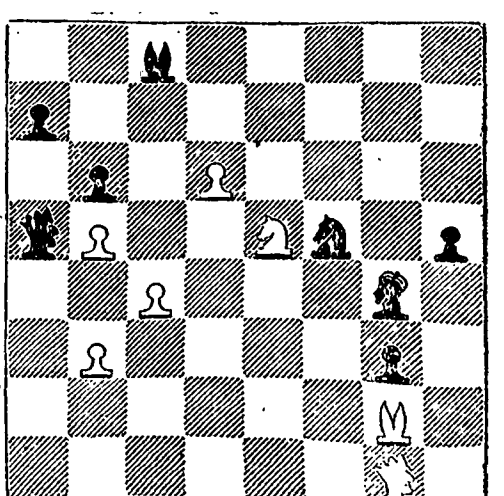
3. *W. Knight to* 17. *B. King to* 10.



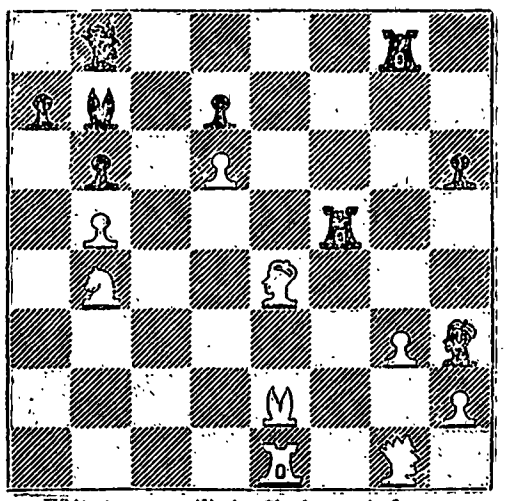
4. *W. Bishop to* 55. *B. King takes Knight.*



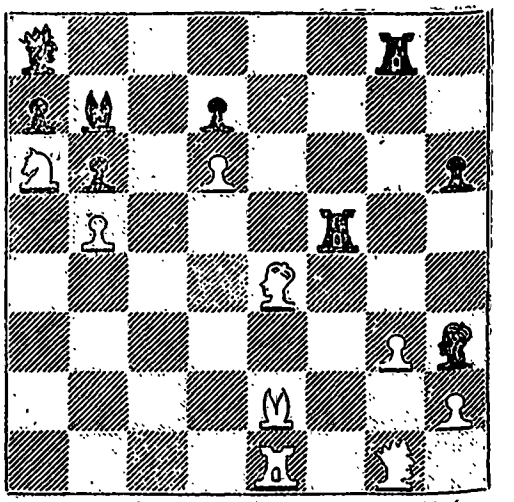
3. *W. Queen to* 26. *B. Knight takes her.*



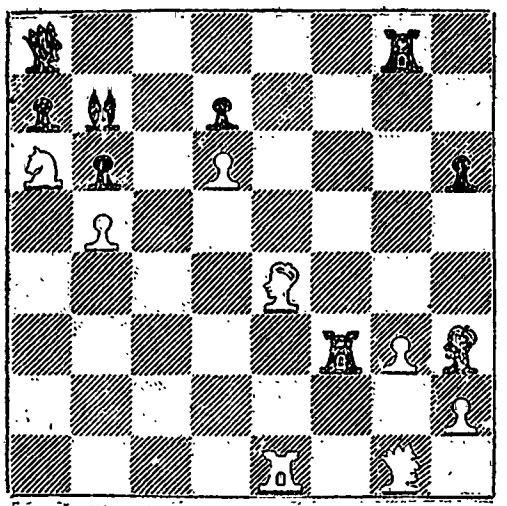
6. *W. Pawn takes Knight.* *B. King to* 25, *when Knight gives Check-mate on* 19.



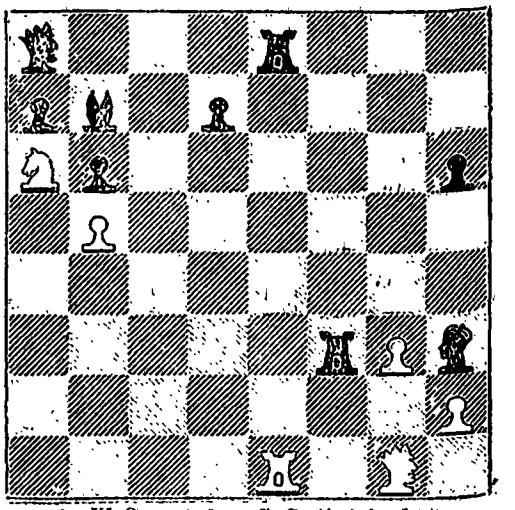
White to move, will give Check-mate in 6 moves.



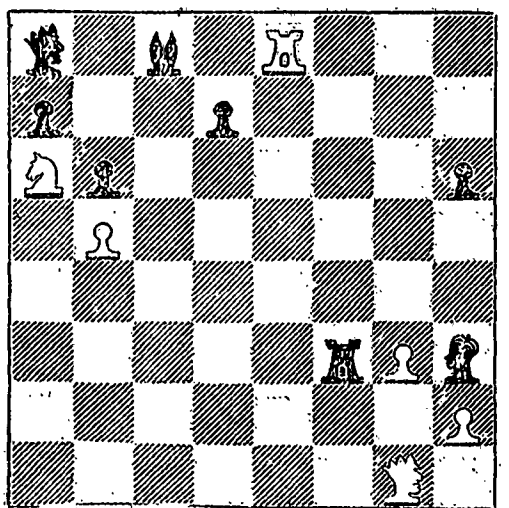
1. *W. Knight to R. B. King to L.*



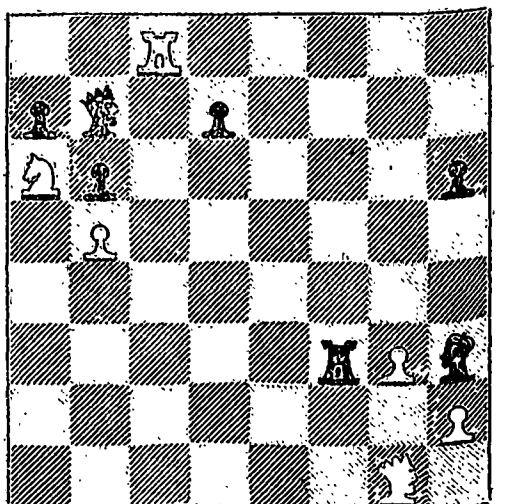
2. *W. Bishop to 4G. B. Castle takes him.*



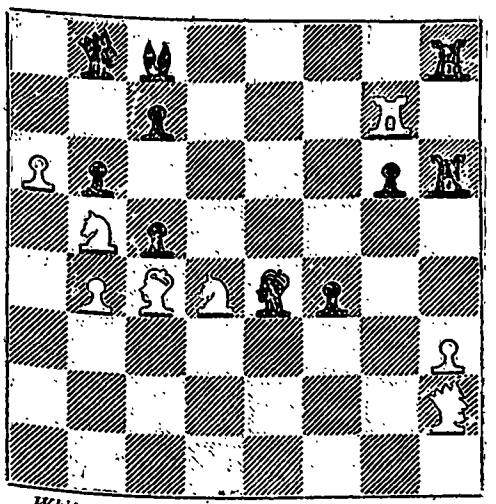
3. *W. Queen to 5. B. Castle takes her.*



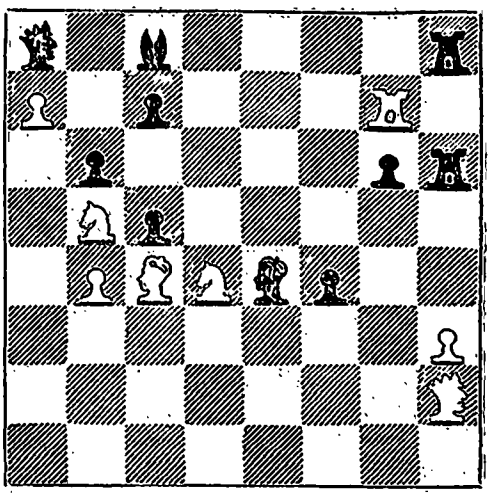
4. *W. Castle reprises. B. Bishop to 8.*



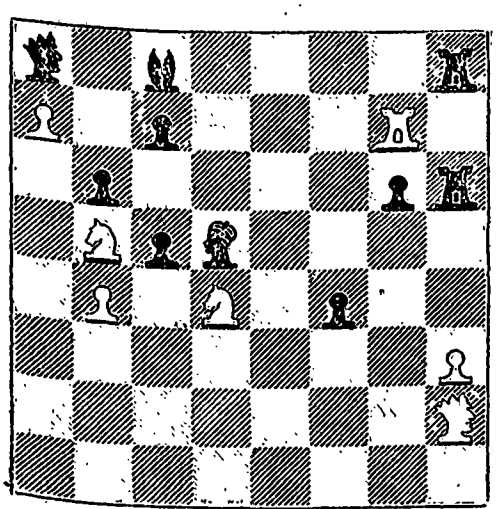
5. *W. Castle takes Bishop. B. King to 1O, when Castle will give Check-mate on 2.*



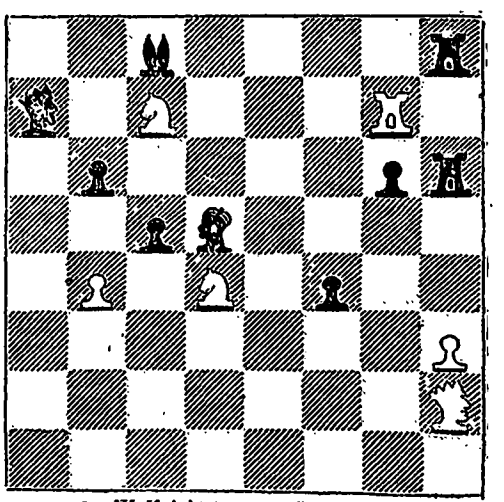
White to move, will give Check-mate in 8 moves.



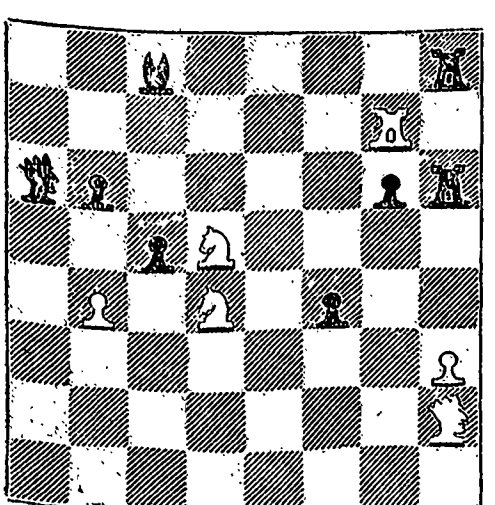
1. *W. Pawn to* 9. *B. King to* 1.



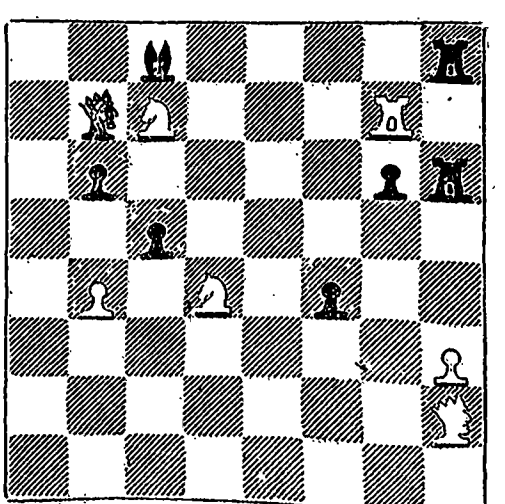
2. *W. Queen to* 28. *B. Queen takes her.*



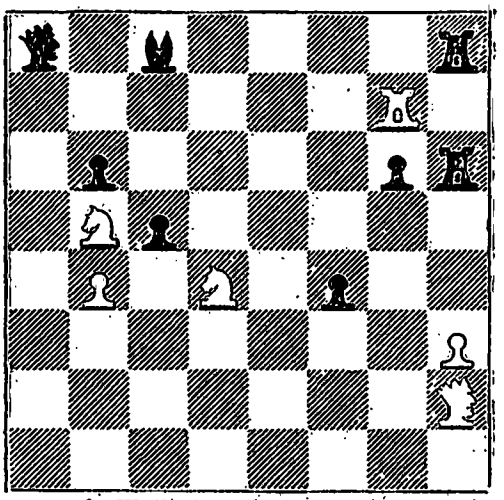
3. *W. Knight to* 11. *B. King to* 9.



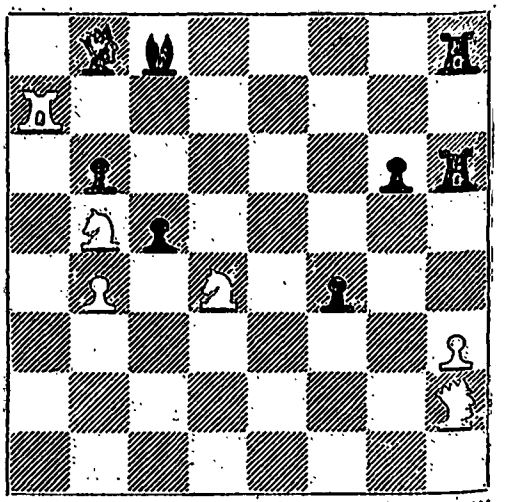
4. *W. Knight takes Queen. B. King to* 11.



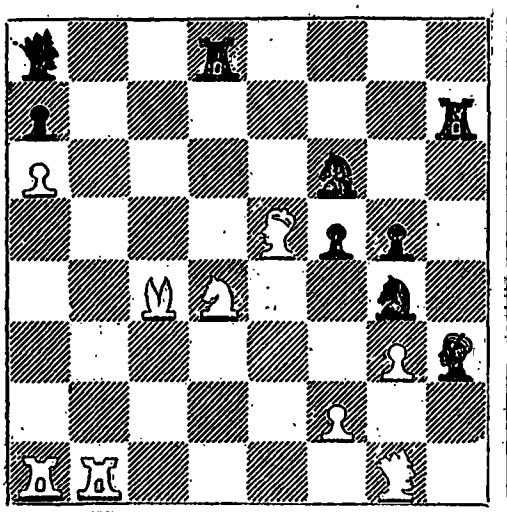
5. *W. Knight to* 11. *B. King to* 10.



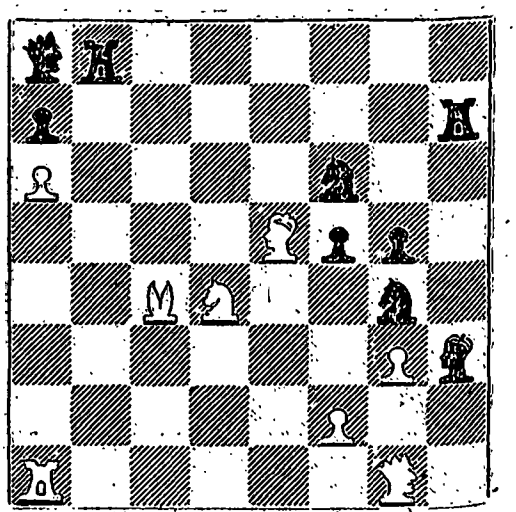
6. *W. Knight to 26. B. King to 1.*



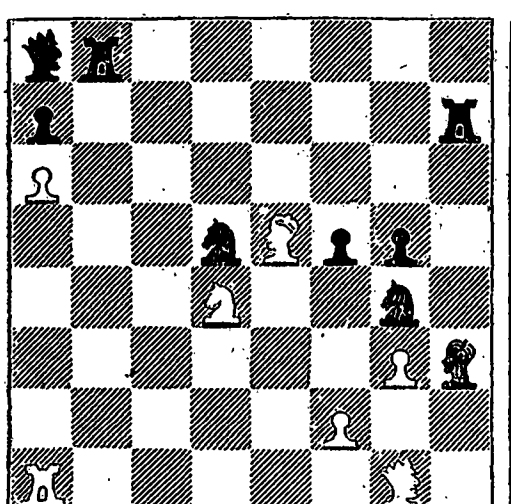
7. *W. Castle to 9. B. King to 2, when Knight will give Check-mate on 19.*



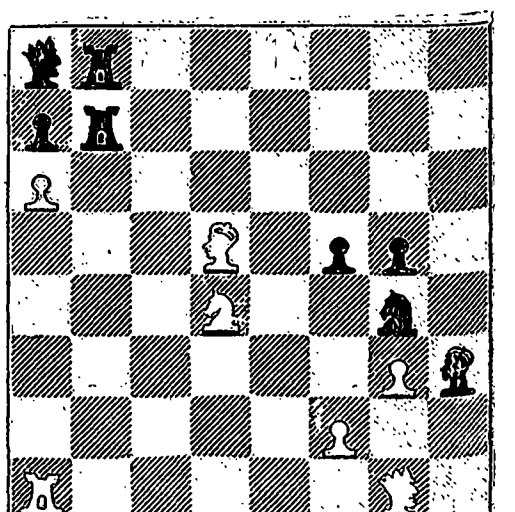
White to move, will win in 9 moves.



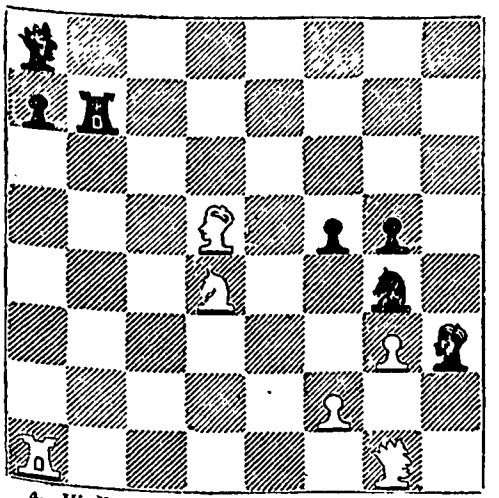
1. *W. Castle to 2. B. Castle takes the Castle.*



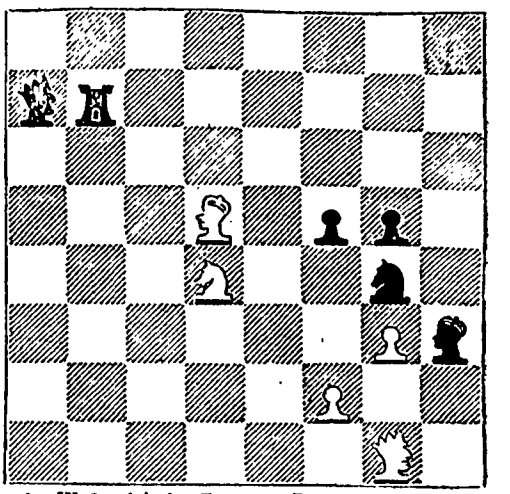
2. *W. Bishop to 28. B. Knight takes him.*



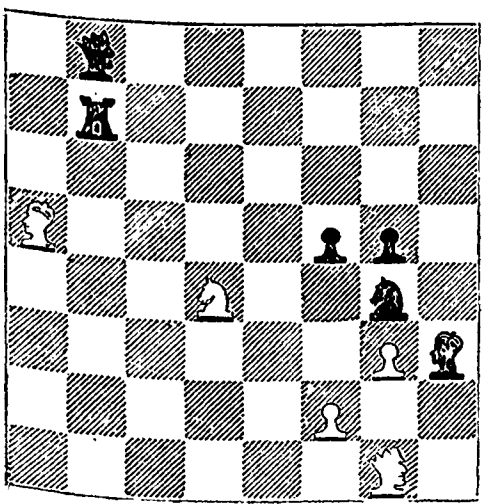
3. *W. Queen takes Knight. B. Castle to 10.*



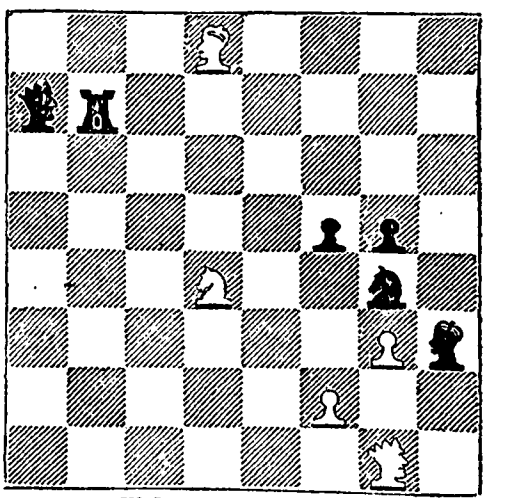
4. *W. Pawn takes Castle.* *B. Castle reprises.*



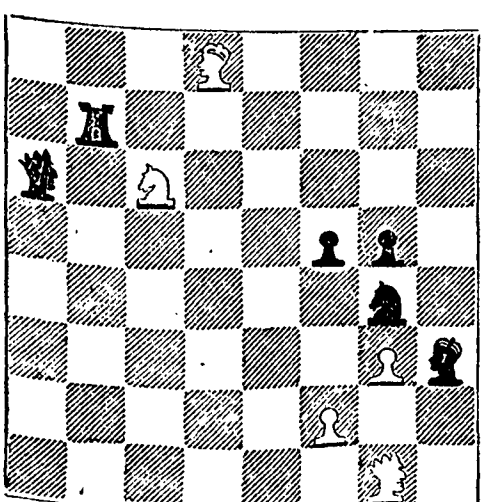
5. *W. Castle takes Pawn.* *B. King takes Castle.*



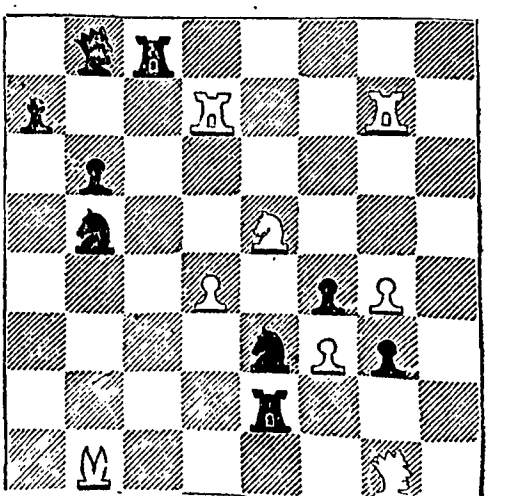
6. *W. Queen to 25.* *B. King to 2.*



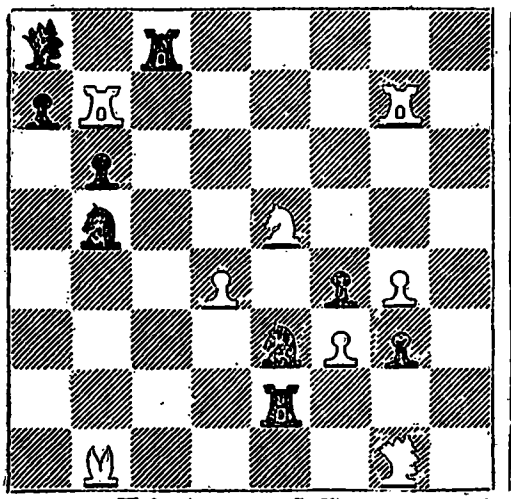
7. *W. Queen to 4.* *B. King to 9.*



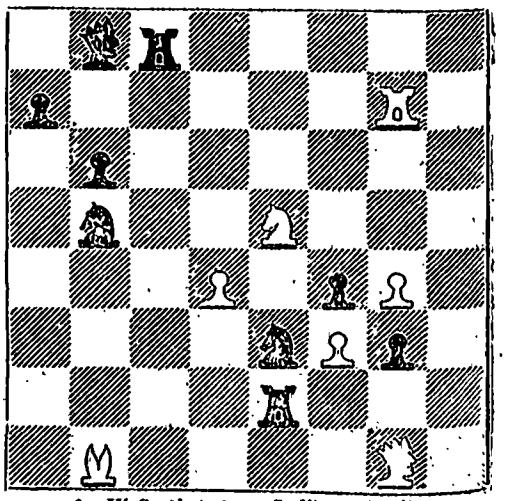
8. *W. Knight to 19.* *B. King to 17, when Queen will give Check-mate on 25.*



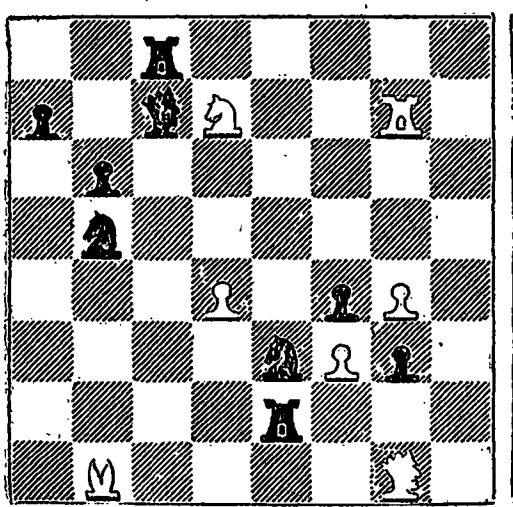
White to move, will give Check-mate in 6 moves.



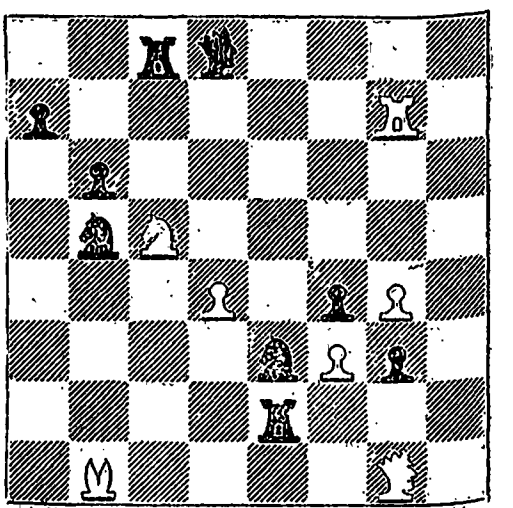
1. *W. Castle to 10. B. King to 1.*



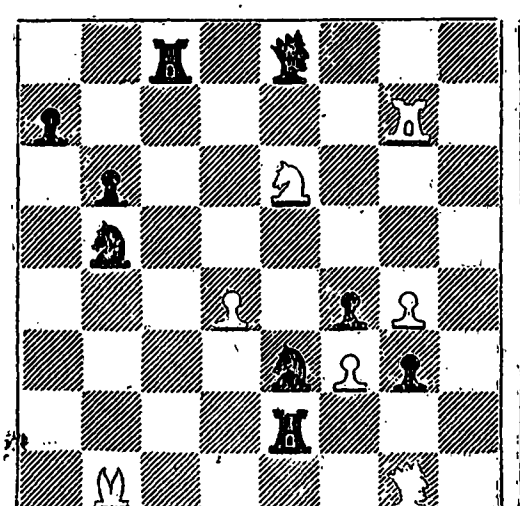
2. *W. Castle to 2. B. King takes it.*



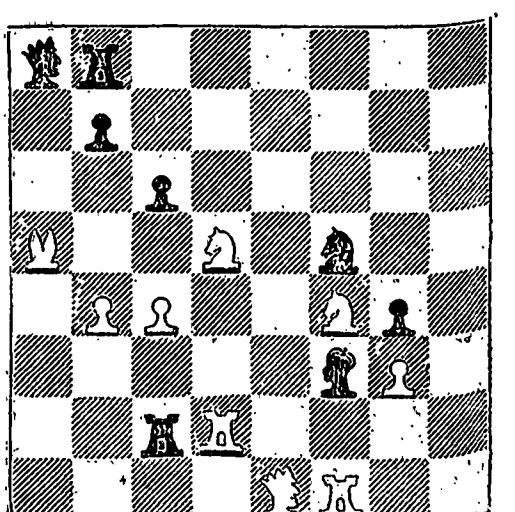
3. *W. Knight to 12. B. King to 11.*



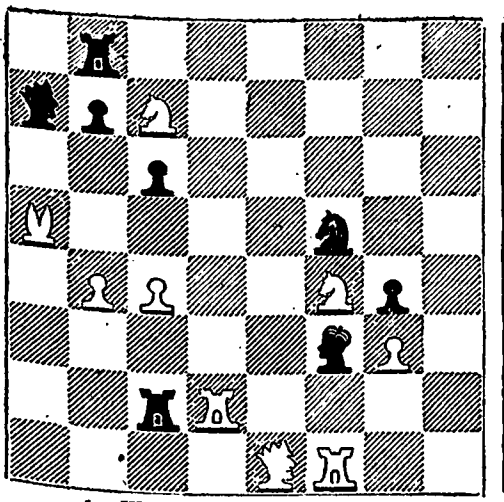
4. *W. Knight to 27. B. King to 4.*



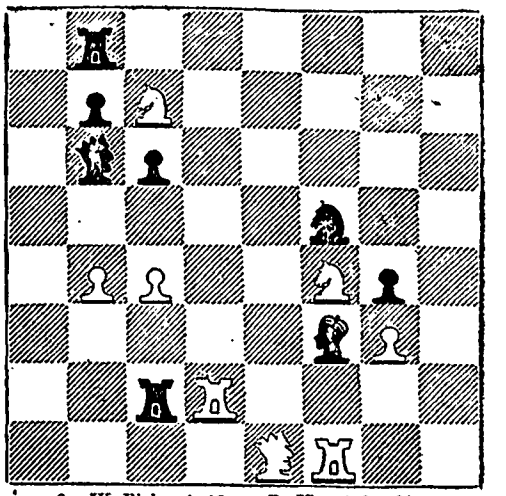
5. *W. Knight to 21. B. King to 5, when Bishop will give Check mate on 23.*



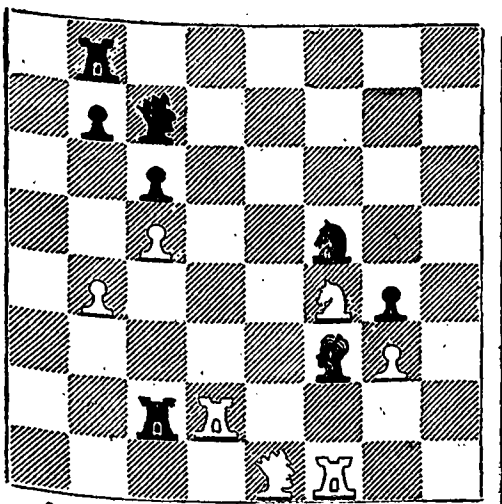
White to move, will give Check mate in 5 moves.



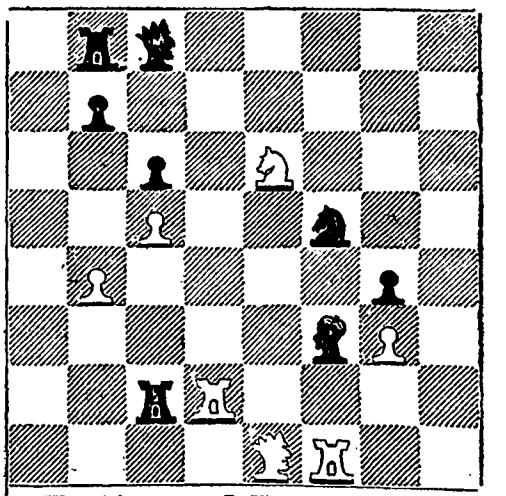
1. *W. Knight to* 11. *B. King to* 9.



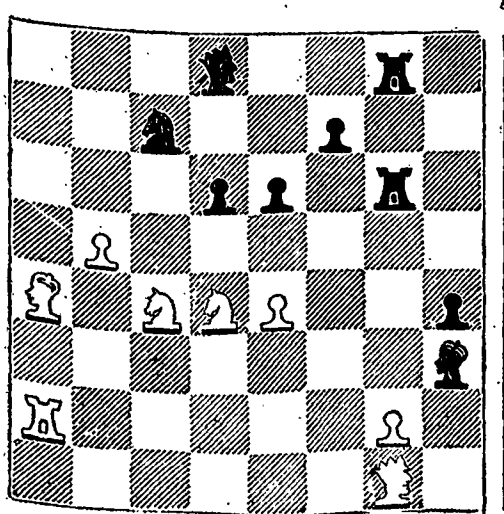
2. *W. Bishop to* 18.. *B. King takes him.*



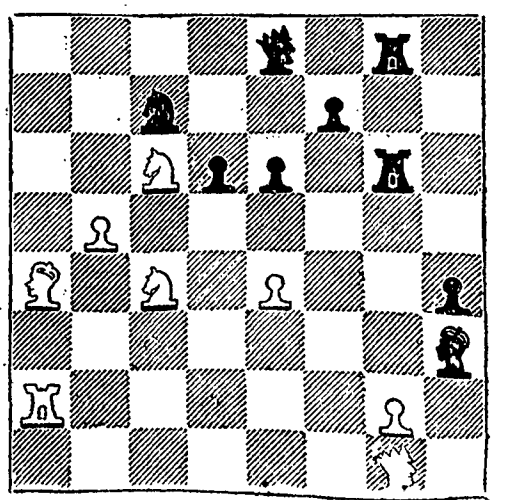
3. *W. Pawn to* 27. *B. King takes Knight.*



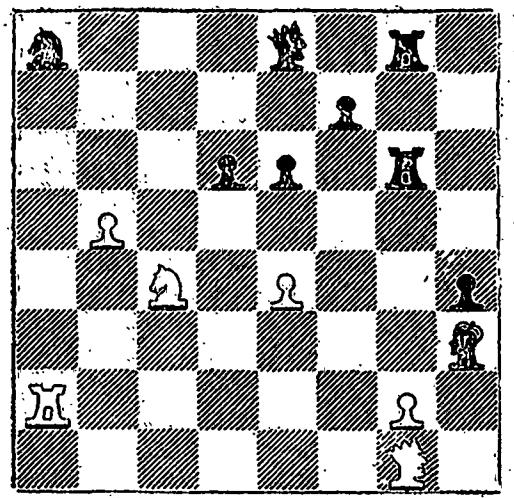
4. *W Knight to* 21. *B. King to* 3, *when Castle will give Check-mate on* 4.



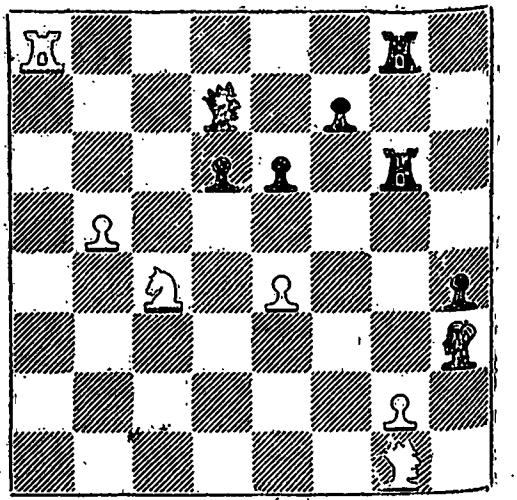
White to Move will win in 6 *moves.*



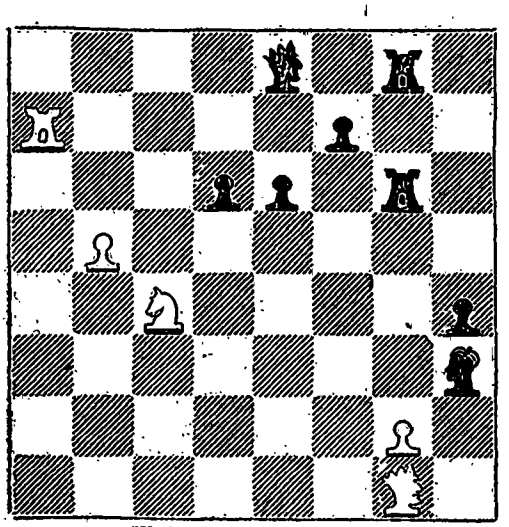
1. *W. Knight to* 19. *B. King to* 5.



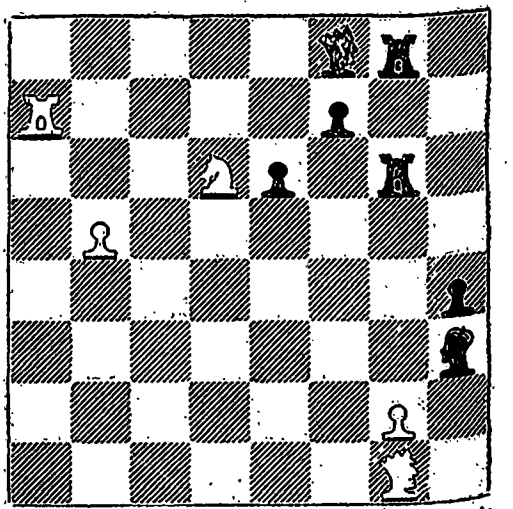
2. *W. Queen to 1. B. Knight takes her.*



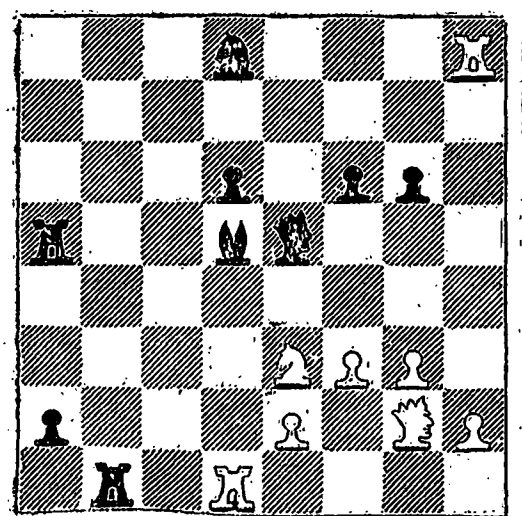
3. *W. Castle takes Knight. B. King to 12.*



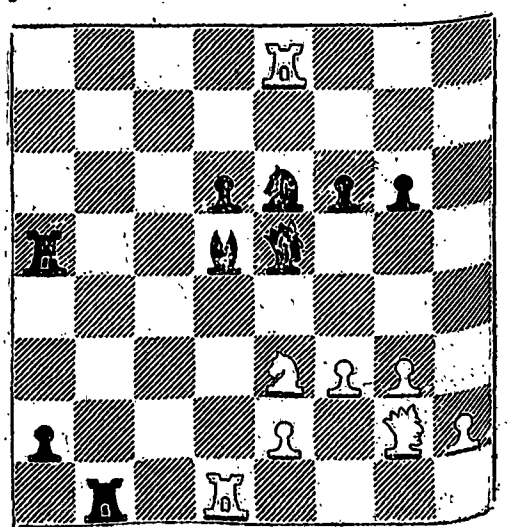
4. *W. Castle to 9. B. King to 5.*



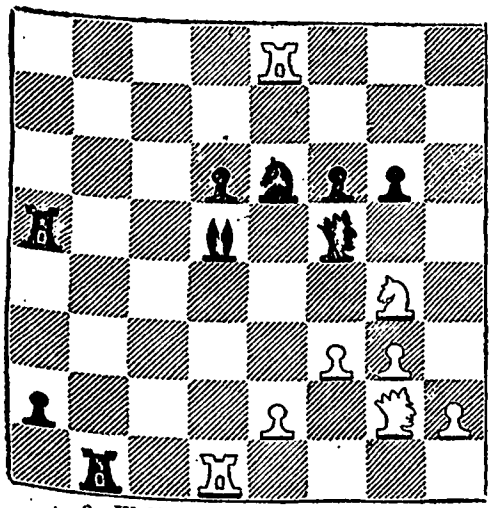
5. *W. Knight to 20. B. King to 6, when Castle gives Check-mate on 14.*



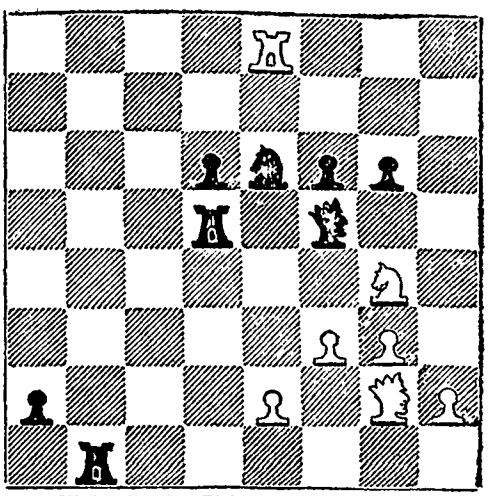
White to move, will give Check-mate in 6 moves.



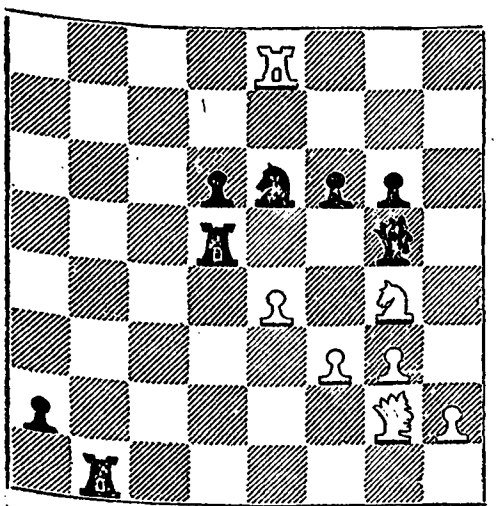
1. *W. Castle to 5. B. Knight to 21.*



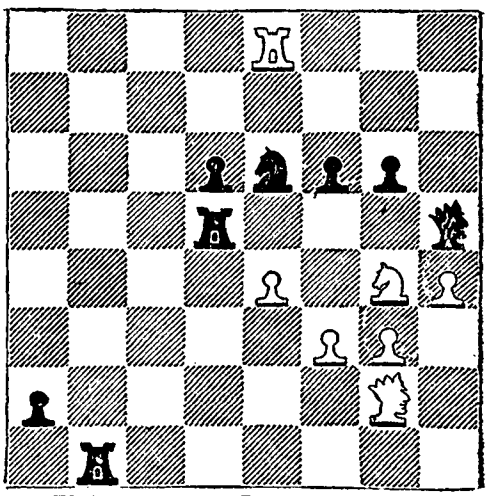
2. *W. Knight to* 39. *B. King to* 30.



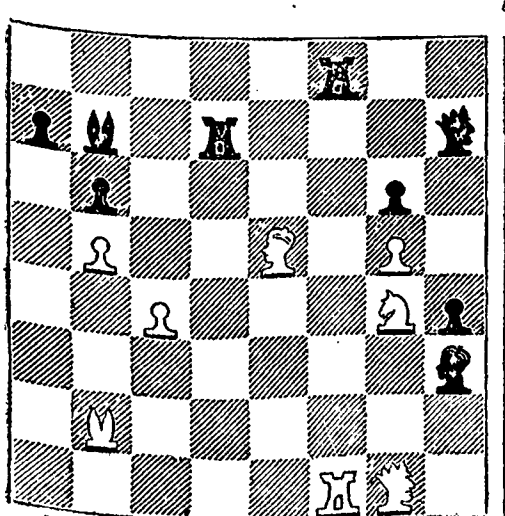
3. *W. Castle takes Bishop. B. Castle reprises.*



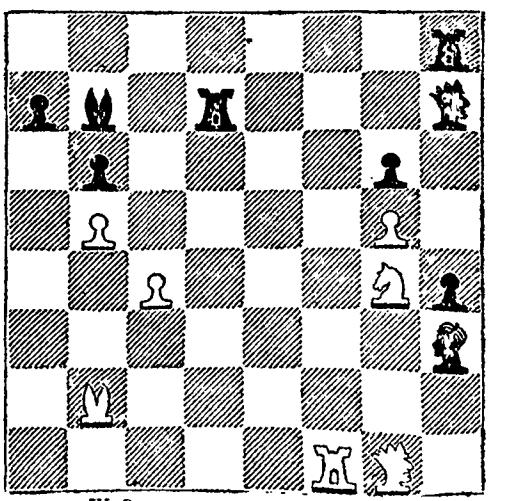
4. *W. Pawn to* 37. *B. King to* 31.



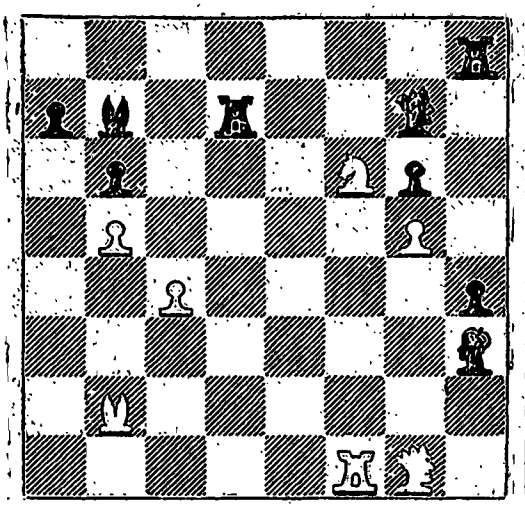
5. *W. Pawn to* 40. *B. King to* 32, *when Castle gives Check-mate on* 8.



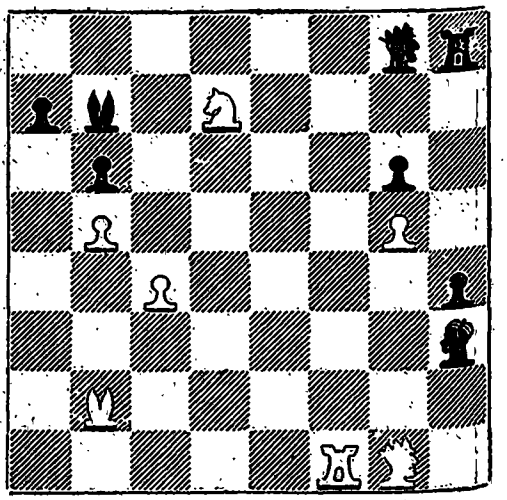
White to move, will give Check-mate in 6 *moves.*



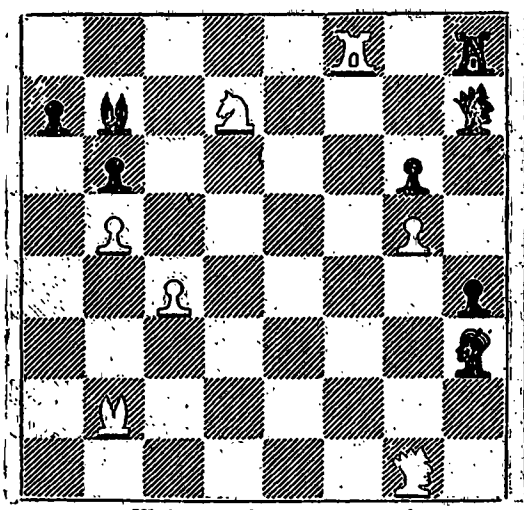
1. *W. Queen to* 8. *B. Castle takes her.*



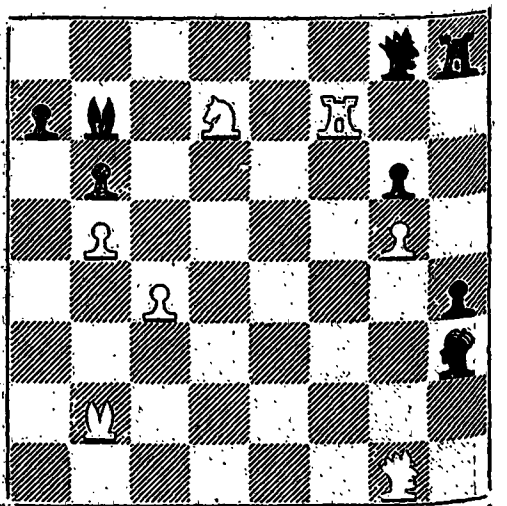
2. *W. Knight to* 22. *B. King to* 15.



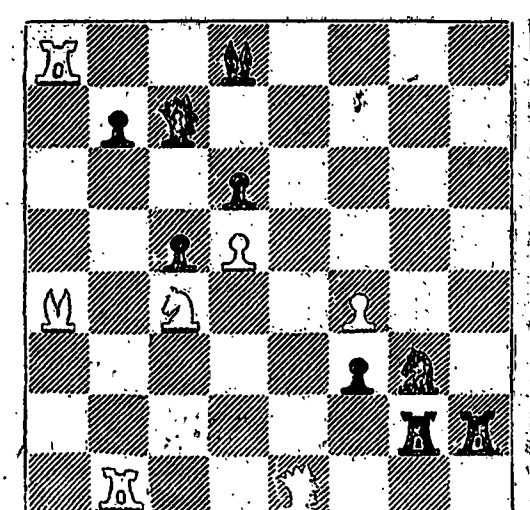
3. *W. Knight takes Castle. B. King to* 7.



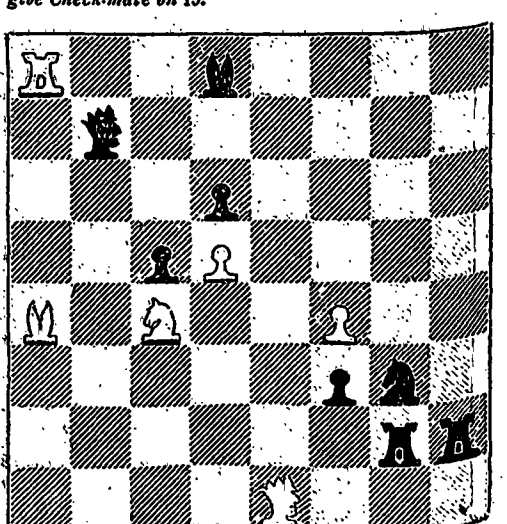
4. *W. Castle to* 6. *B. King to* 16.



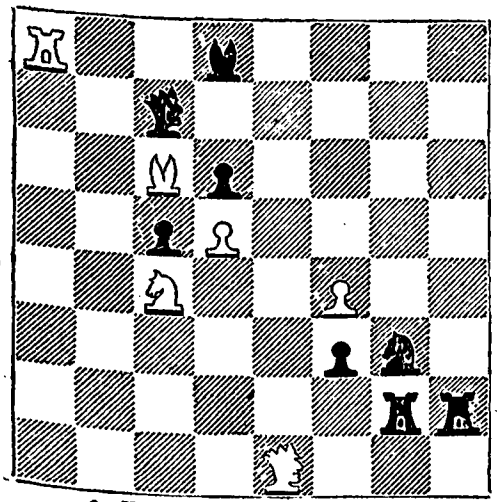
5. *W. Castle to* 14. *B. King to* 7, *when Castle will give Check-mate on* 15.



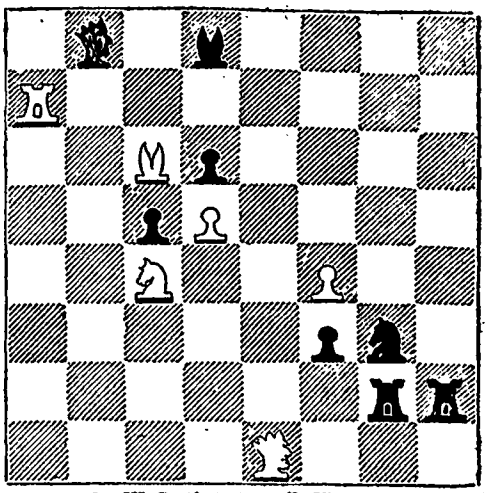
White to move, will give Checkmate in 10 *moves.*



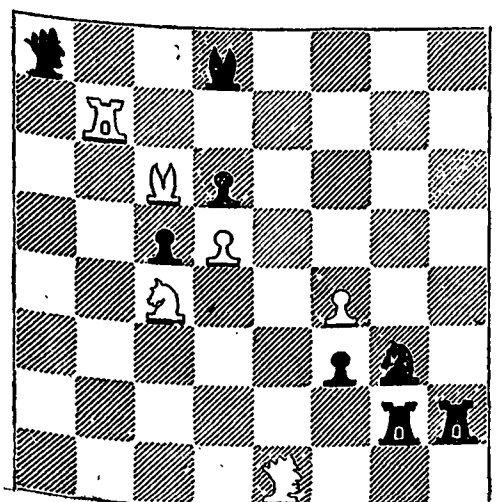
1. *W. Castle to* 10. *B. King takes it.*



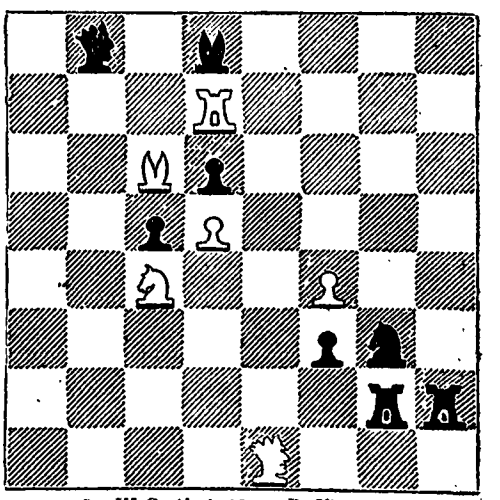
2. *W. Bishop to* 19., *B. King to* 11.



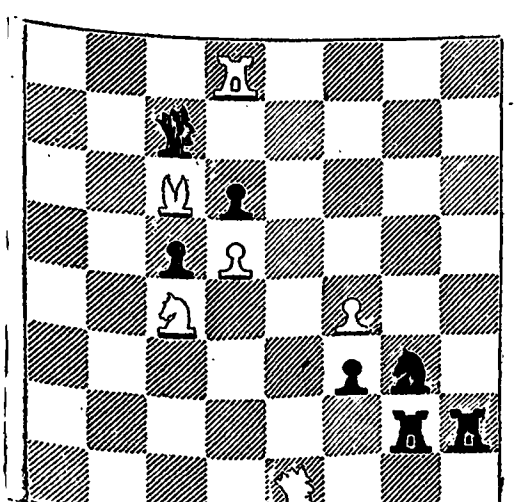
3. *W. Castle to* 9. *B. King to* 2.



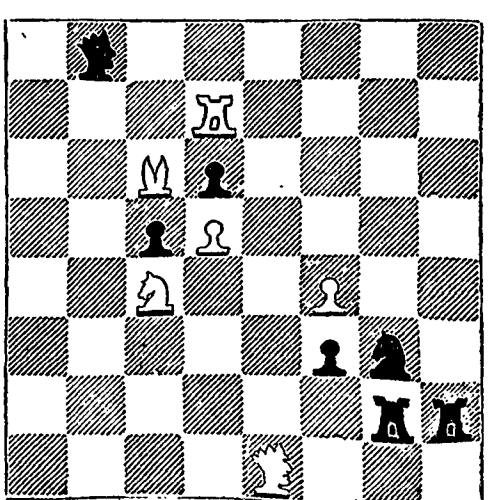
4. *W. Castle to* 10. *B. King to* 1.



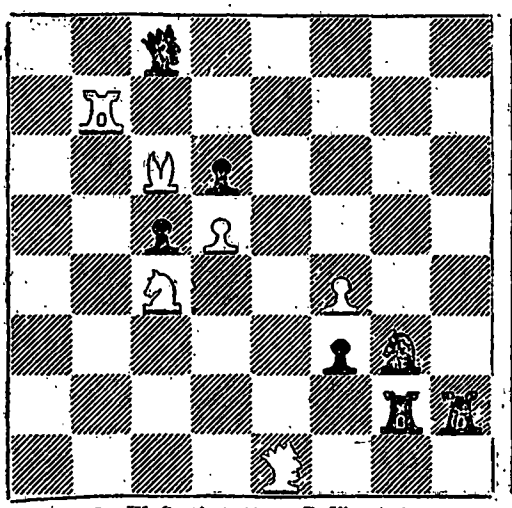
5. *W. Castle to* 12. *B. King to* 2.



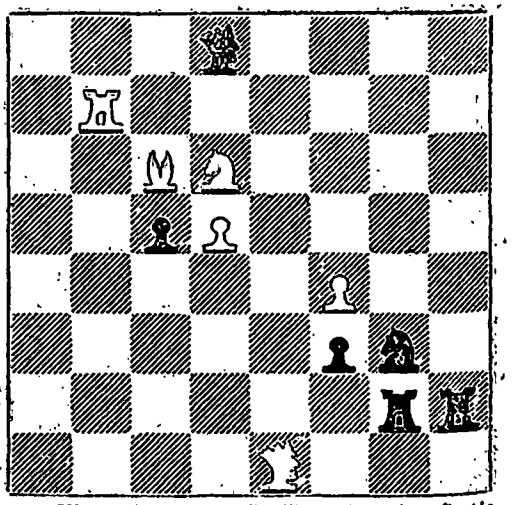
6. *W. Castle takes Bishop.* *B. King to* 11.



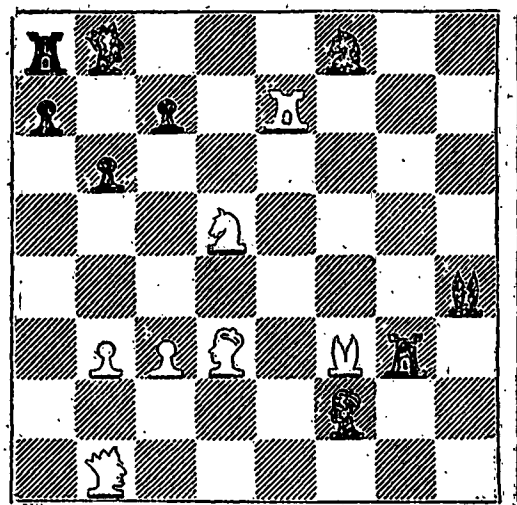
7. *W. Castle to* 12. *B. King to* 2.



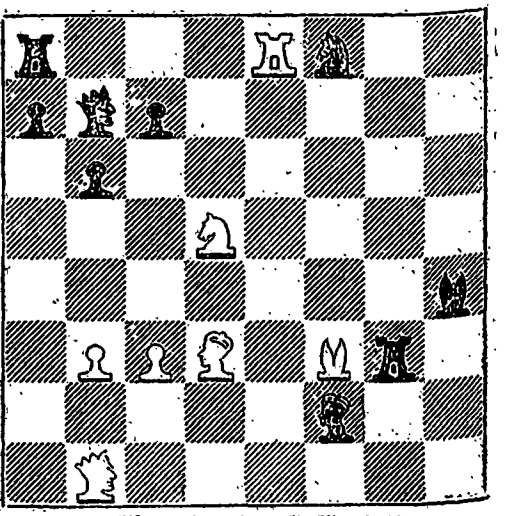
8. *W. Castle to* 10. *B. King to* 3.



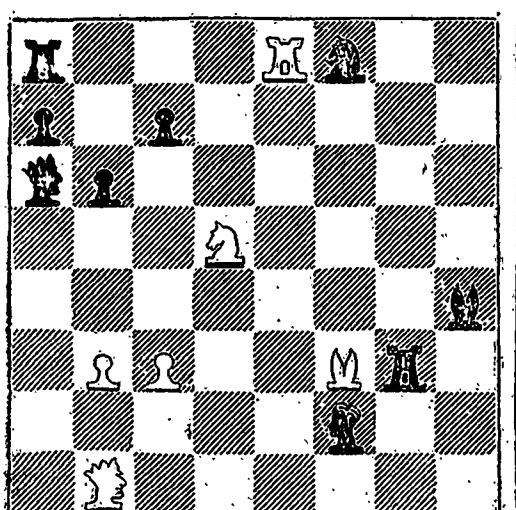
9. *W. Knight to* 20. *B. King to* 4, *when Castle will give Check-mate on* 12.



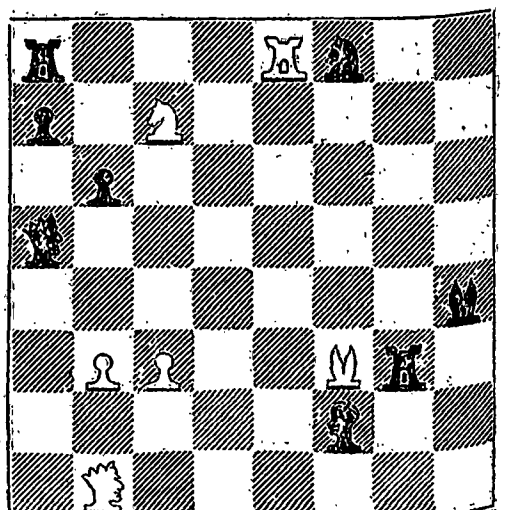
White to move, will give Check-mate in 6 *moves.*



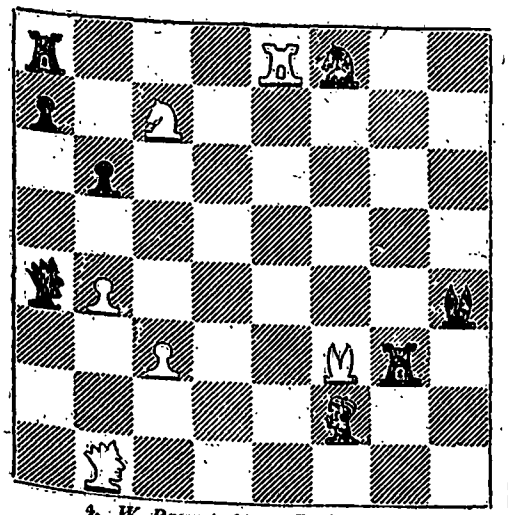
1. *W. Castle to* 5. *B. King to* 10.



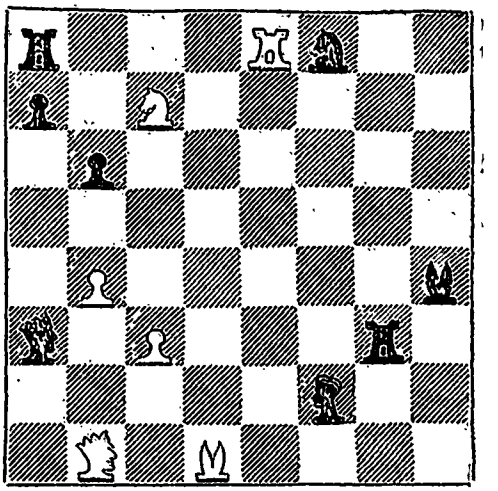
2. *W. Queen to* 17. *B. King takes her.*



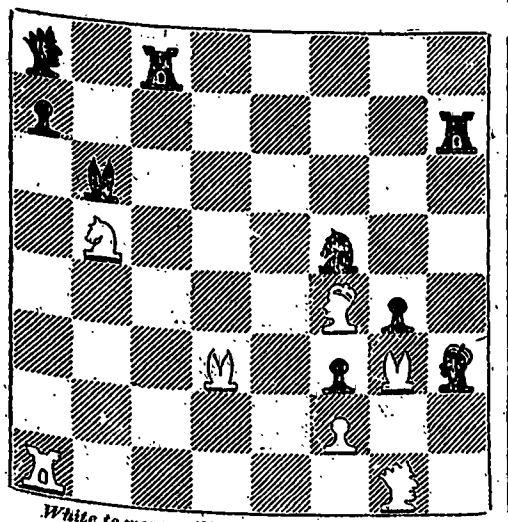
3. *W. Knight to* 11. *B. King to* 25.



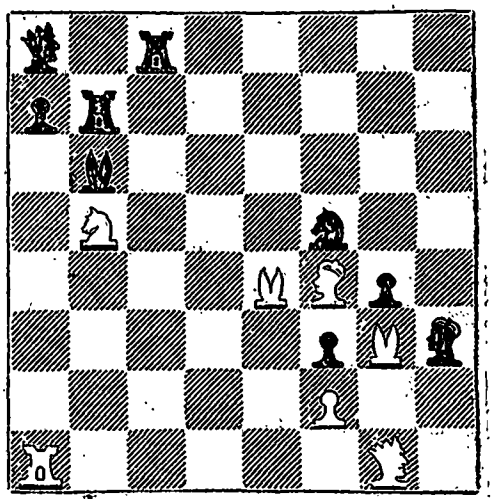
4. *W. Pawn to* 34. *B. King to* 38.



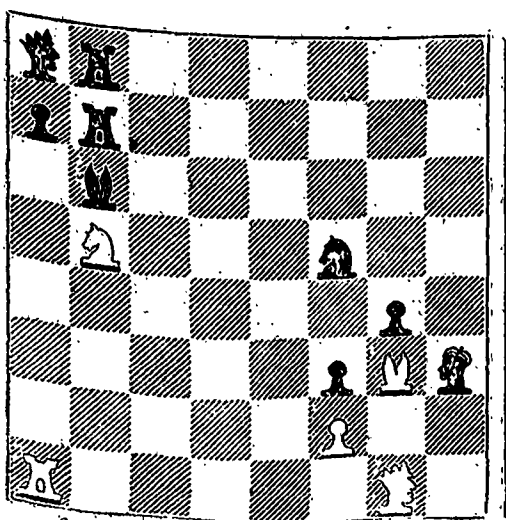
5. *W. Bishop to* 60. *B. King to* 41, *when Knight will give Check-mate on* 26.



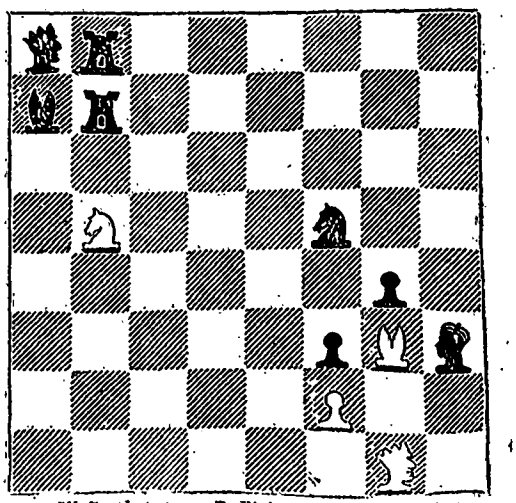
White to move, will give Check-mate in 4 *moves.*



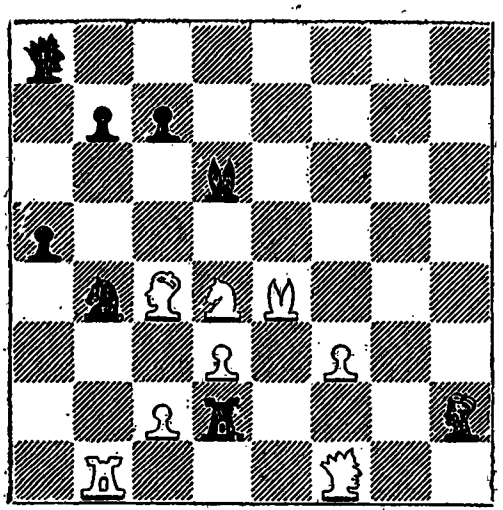
1. *W. Bishop to* 37. *B. Castle to* 10.



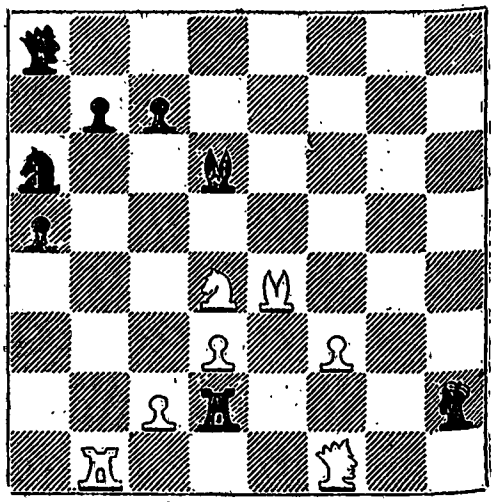
2. *W. Queen to* 8. *B. Castle takes her.*



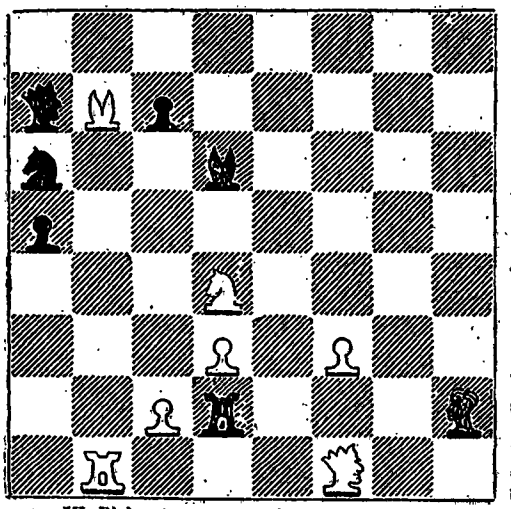
3. *W. Castle to* 9. *B. Bishop takes it, when Knight will give Check-mate on* 11.



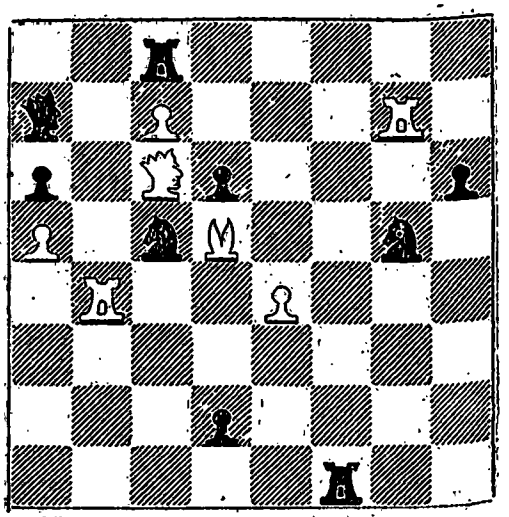
White to move, will give Check-mate in 3 moves.



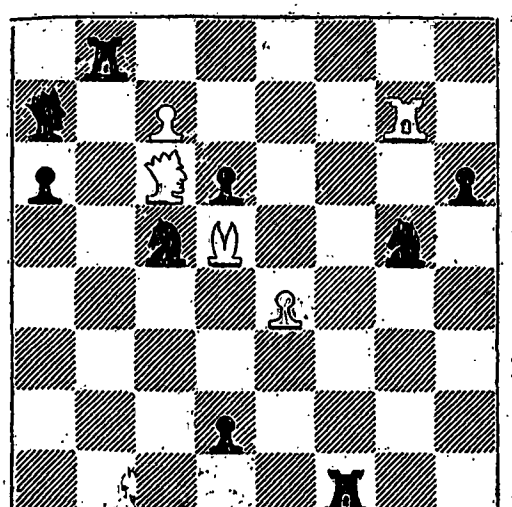
1. *W. Queen to 17.* *B. Knight takes her.*



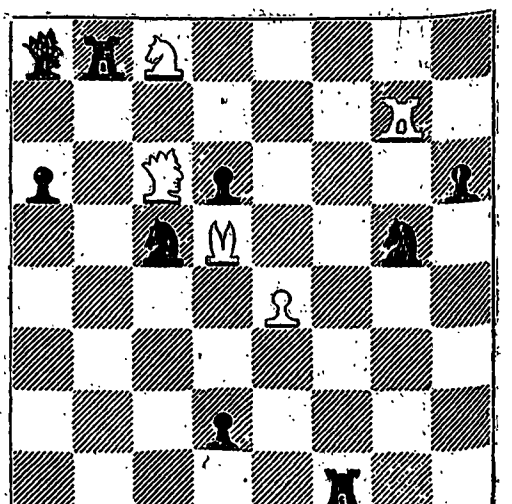
2. *W. Bishop to 10.* *B. King to 9, when Knight will give Check-mate on 19.*



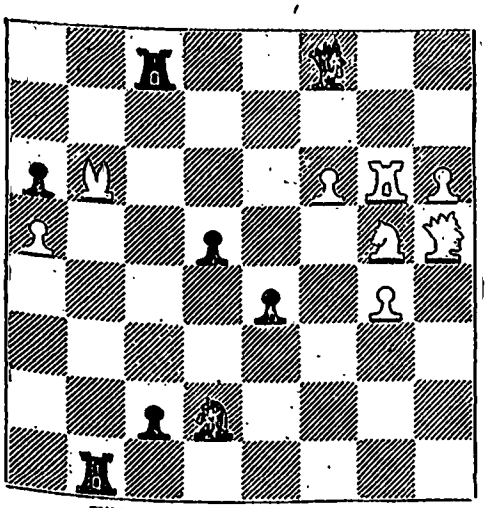
White to move, will give Check-mate in 3 moves.



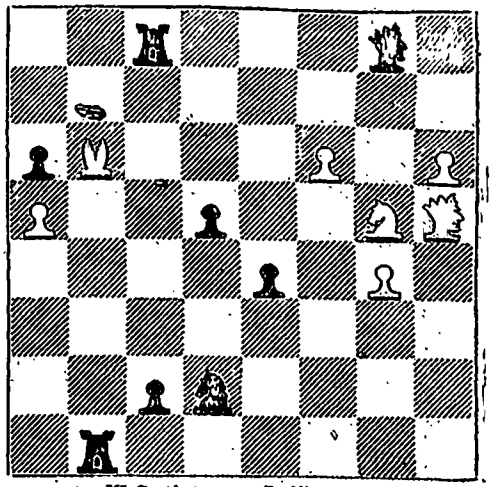
1. *W. Castle to 2.* *B. Castle takes it.*



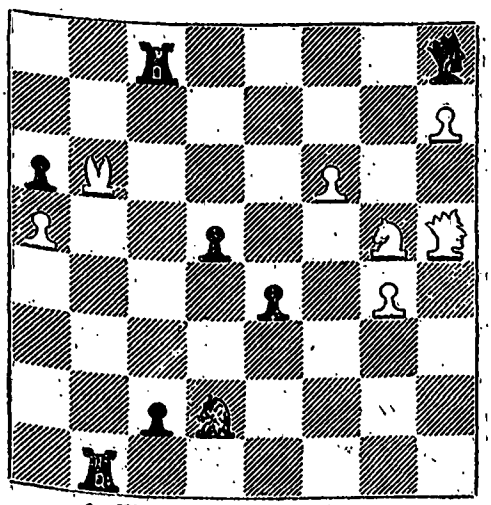
2. *W. Pawn promoted to Knight.* *B. King to 1, when Castle gives Check-mate on 9.*



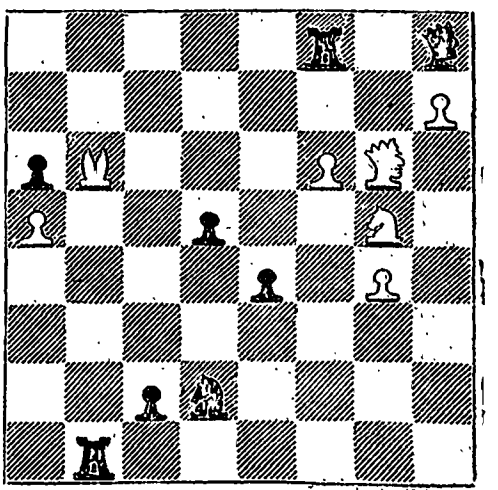
White to move, will win in 8 moves.



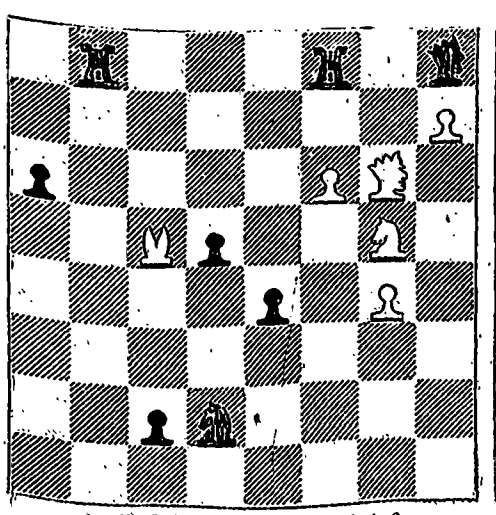
1. *W. Castle to 7.* *B. King takes it.*



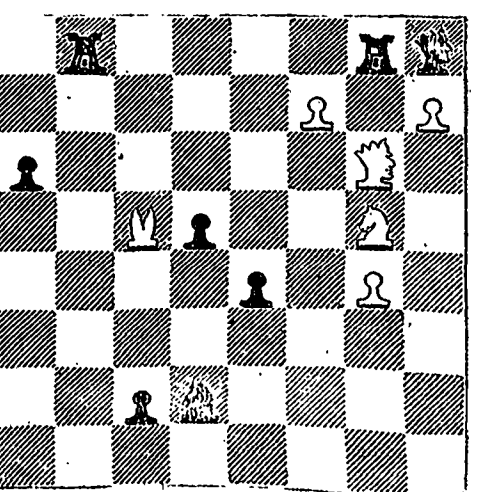
2. *W. Pawn to 16.* *B. King to 8.*



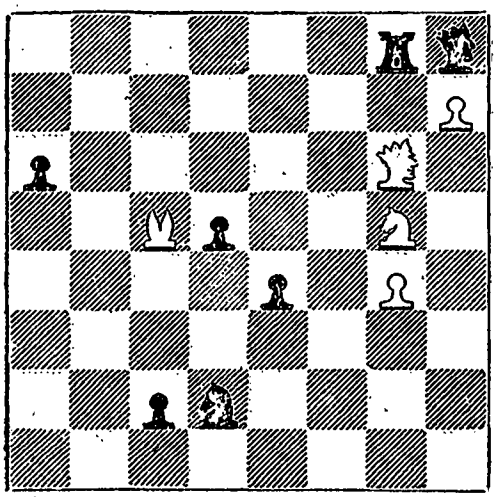
3. *W. King to 23.* *B. Castle to 6.*



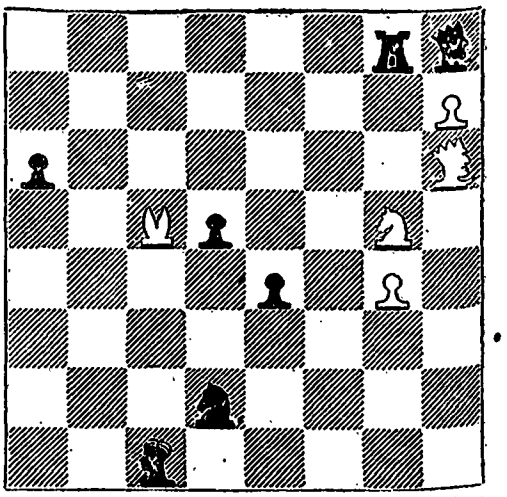
4. *W. Bishop to 27.* *B. Castle to 2.*



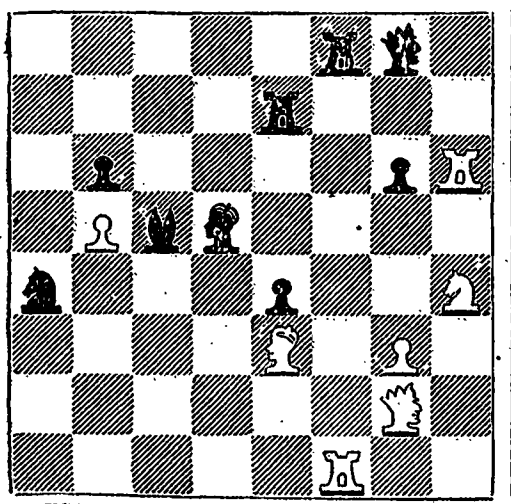
5. *W. Pawn to 11.* *B. Castle to 7.*



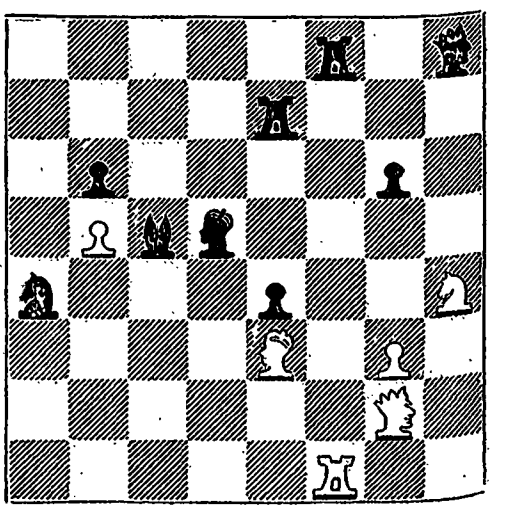
6. *W. Pawn takes Castle.* *B. Castle reprises.*



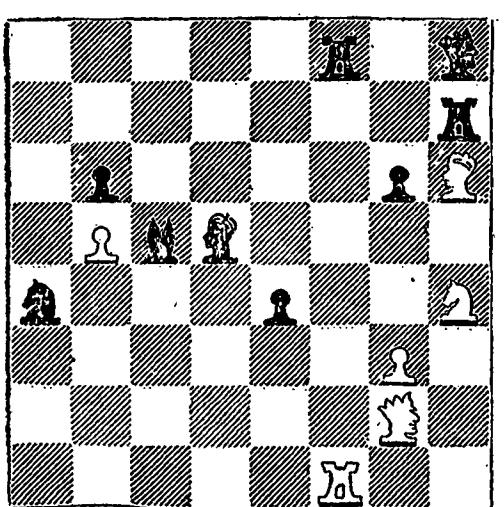
7. *W. King to 24.* *B. to Queen, when Knight gives Check-mate on 14.*



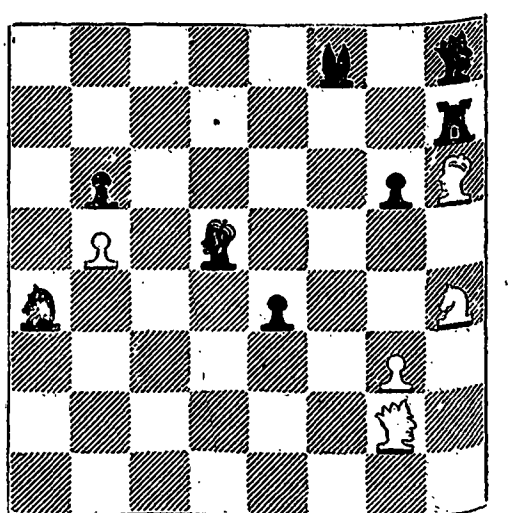
White to move, will give Check-mate in 5 moves.



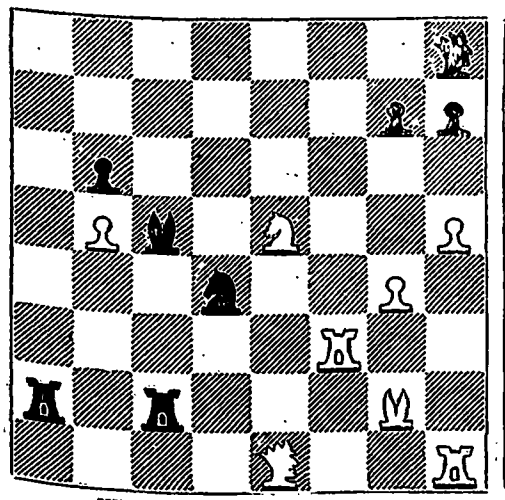
1. *W. Castle to 8.* *B. King takes it.*



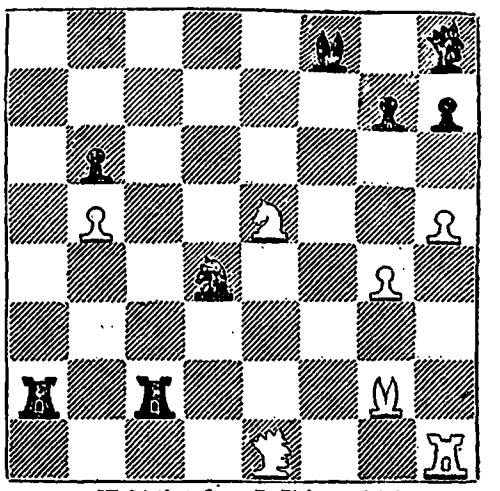
2. *W. Queen to 24.* *B. Castle to 16.*



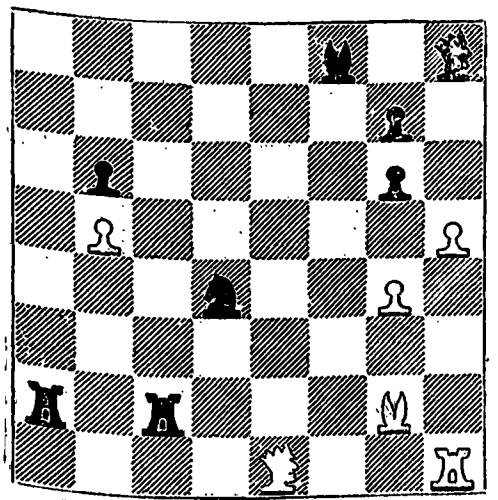
3. *W. Castle takes Castle.* *B. Bishop reprises, when Queen takes Bishop, and Knight gives Check-mate on 23.*



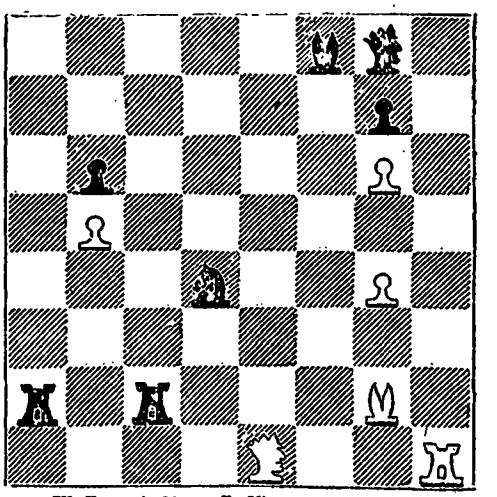
White to move, will win in 4 moves.



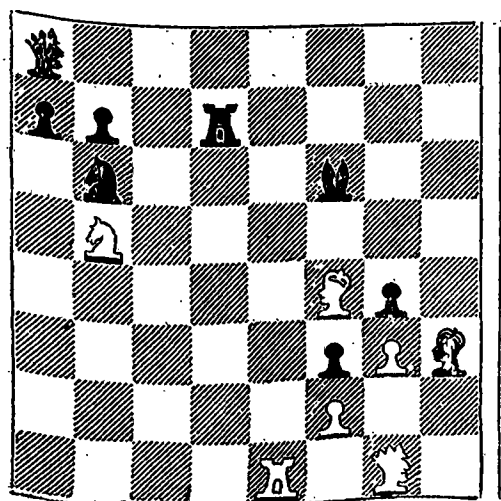
1. *W. Castle to 6.* *B. Bishop takes it.*



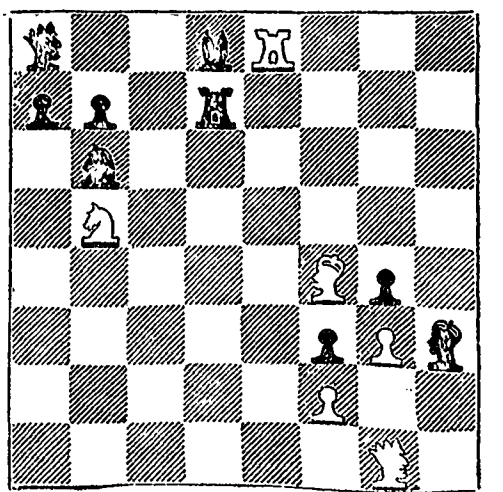
2. *W. Knight to 23.* *B. Pawn takes him.*



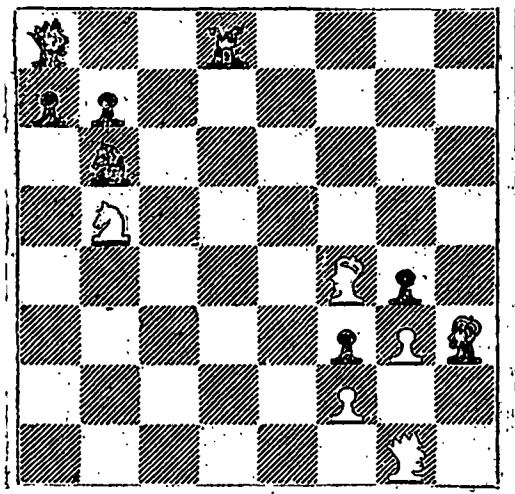
3. *W. Pawn to 23.* *B. King to 7, when Bishop will give Check-mate on 28.*



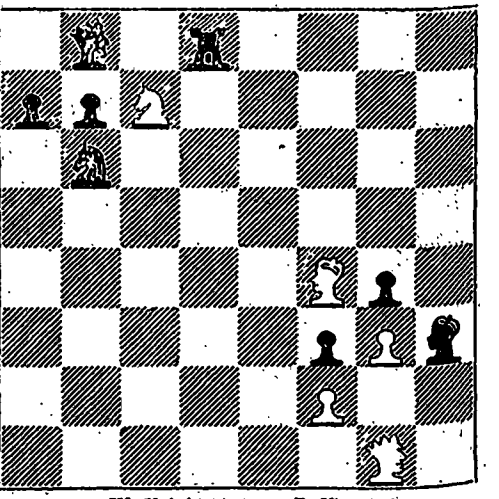
White to move, will give Check-mate in 6 moves.



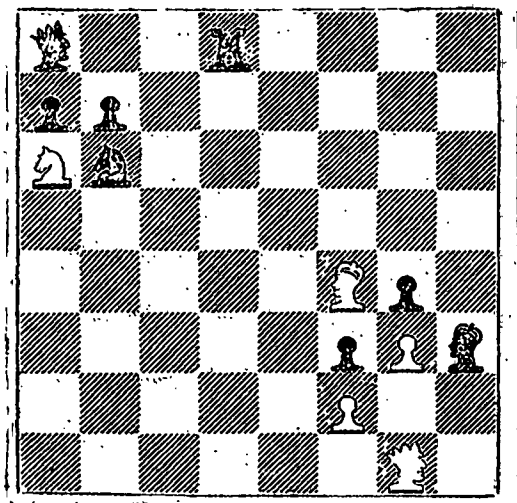
W. Castle to 5. *B. Bishop to 4.*



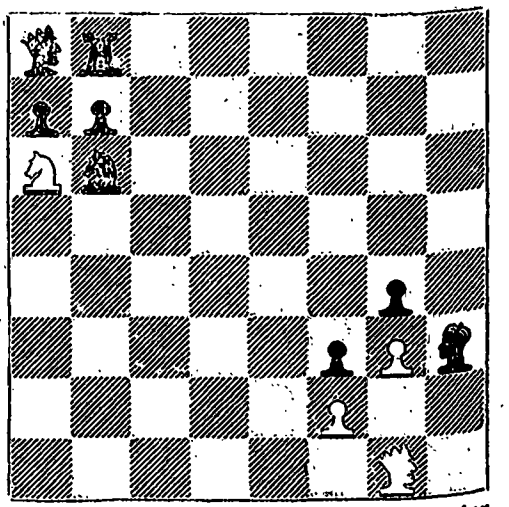
2. *W. Castle takes Bishop.* *B. Castle reprises.*



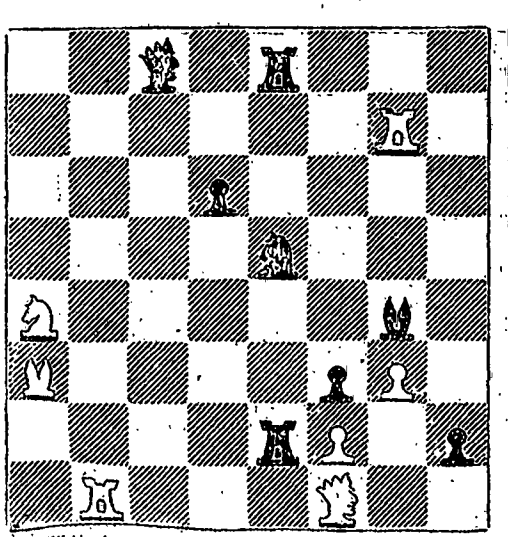
3. *W. Knight to* 11. *B. King to* 2.



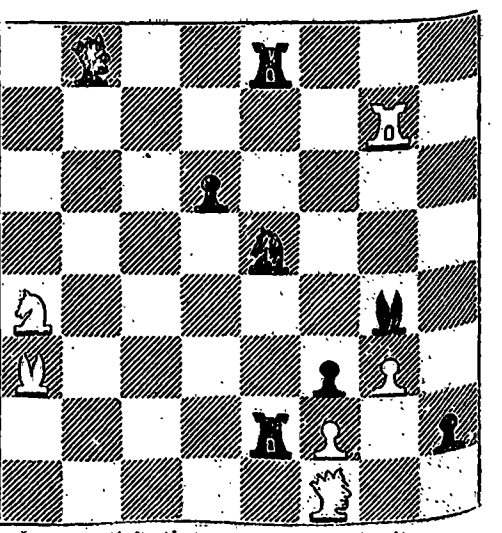
4. *W. Knight to* 17. *B. King to* 1.



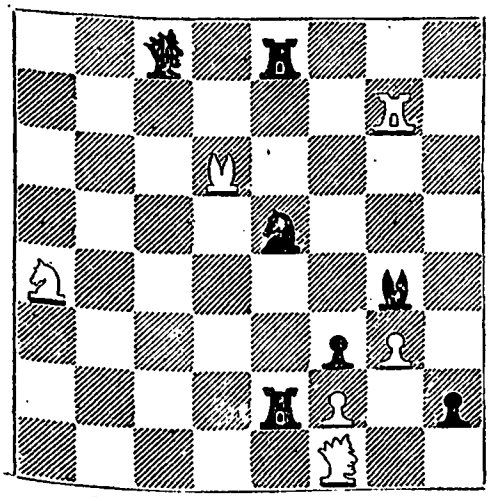
5. *W. Queen to* 2. *B. Castle takes her, when Knight gives Check-mate on* 11.



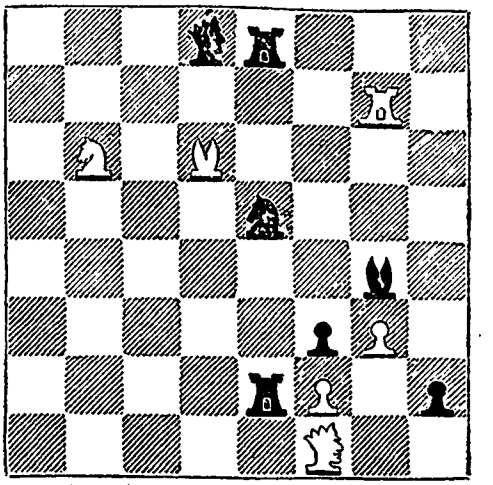
White to move, will give Check-mate in 4 *moves.*



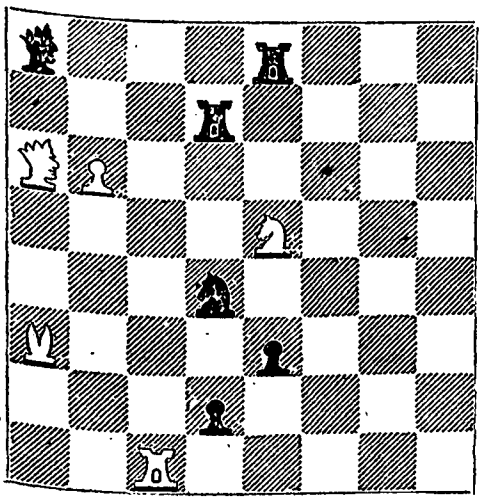
1. *W. Castle to* 2. *B. King takes it.*



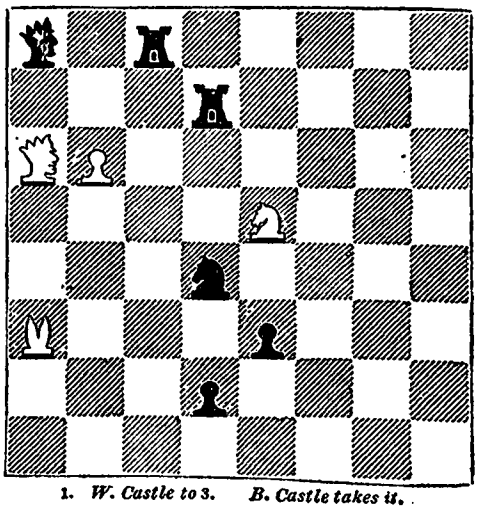
2. *W. Bishop to* 20. *B. King to* 3.



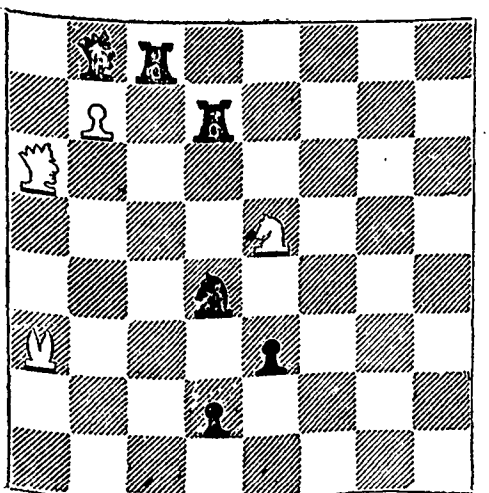
3. *W. Knight to* 18. *B. King to* 4, *when Bishop will give Check-mate on* 11.



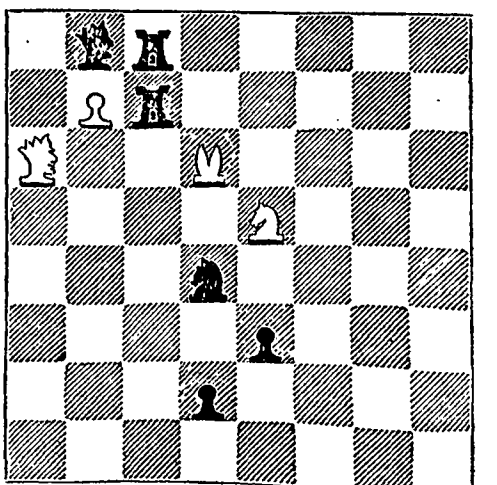
White to move, will win in 4 *moves.*



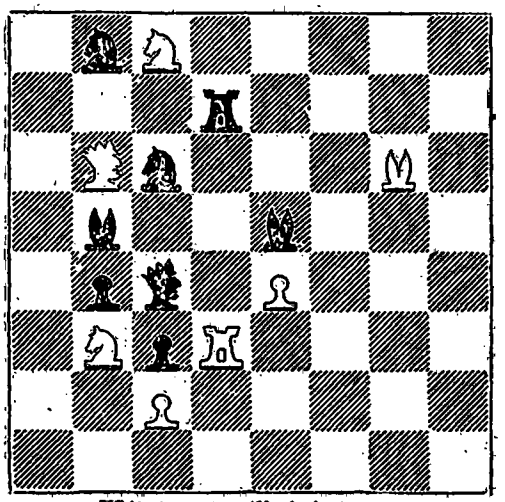
1. *W. Castle to* 3. *B. Castle takes it.*



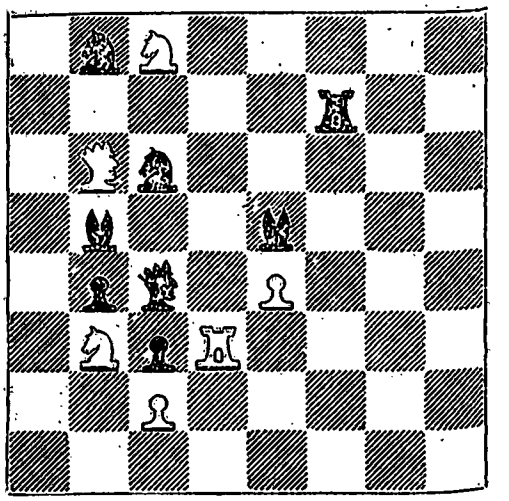
2. *W. Pawn to* 10. *B. King to* 9.



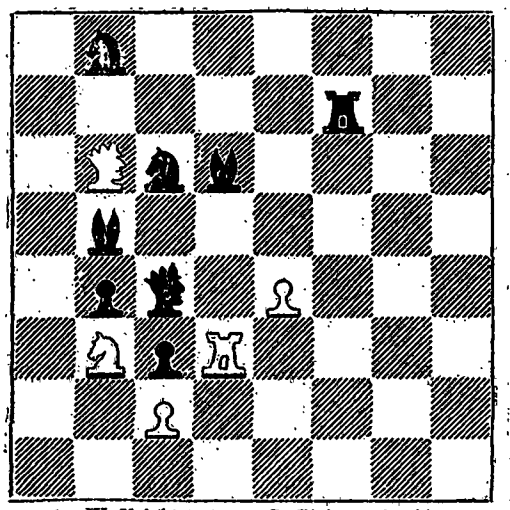
3. *W. Bishop to* 20. *B. Castle to* 11, *when Knight ve s Check-mate on* 12.



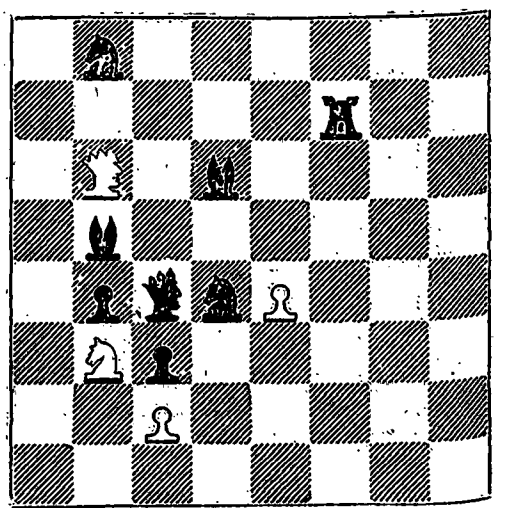
White to move, will win in 4 moves.



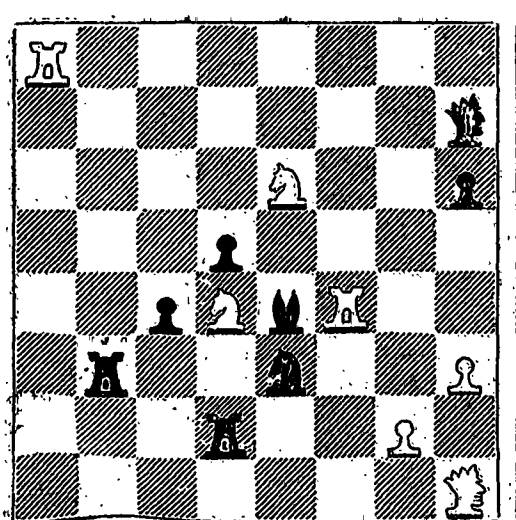
1. *W. Bishop to* 14. *B. Castle takes him.*



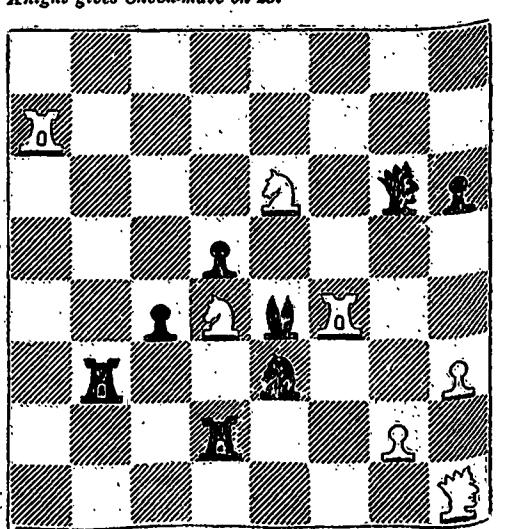
2. *W. Knight to* 20. *B. Bishop takes him.*



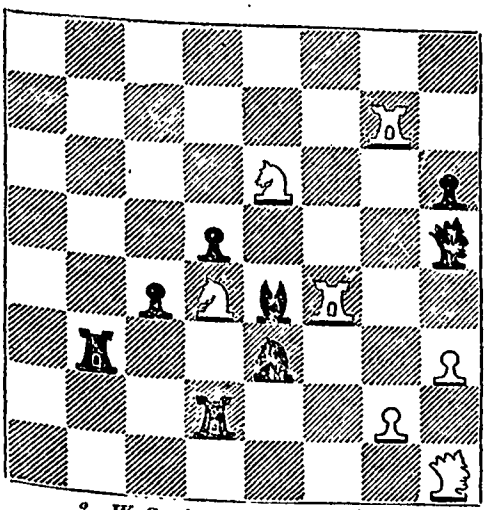
3. *W. Castle to* 36. *B. Knight takes it, when Knight gives Check-mate on* 25.



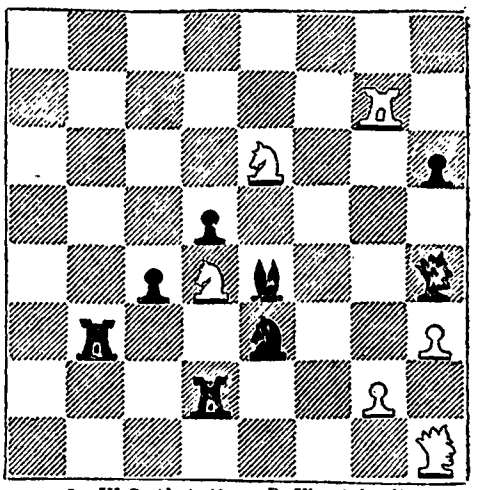
White to move, will win in 6 *moves.*



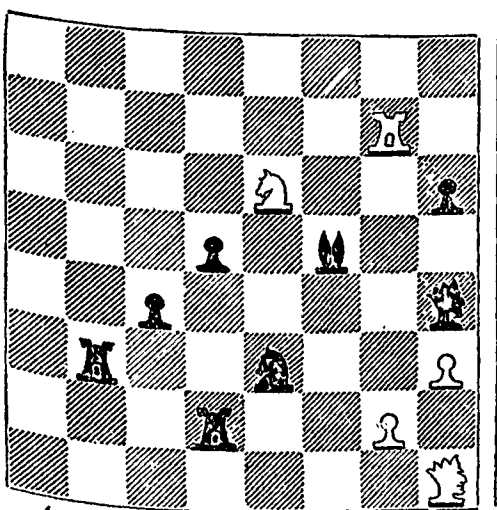
1. *W. Castle to* 9. *B. King to* 23.



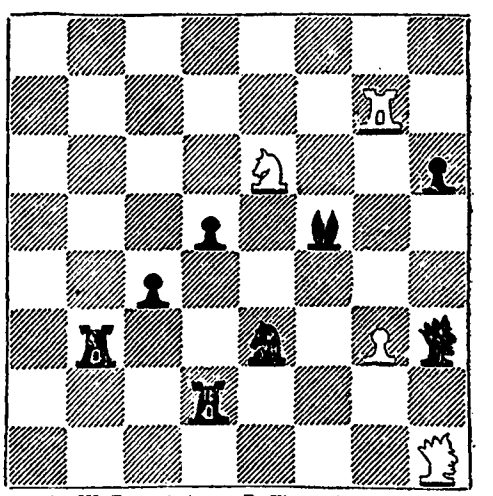
2. *W. Castle to* 15. *B. King to* 32.



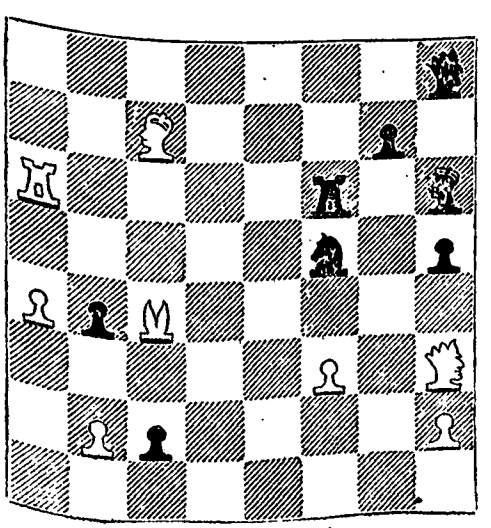
3. *W. Castle to* 40. *B. King takes it.*



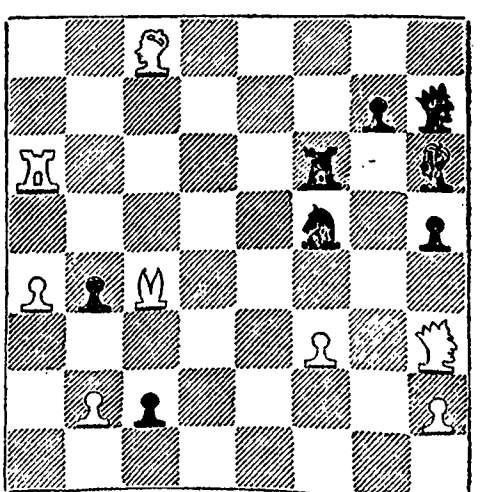
4. *W. Knight to* 30. *B. Bishop takes him.*



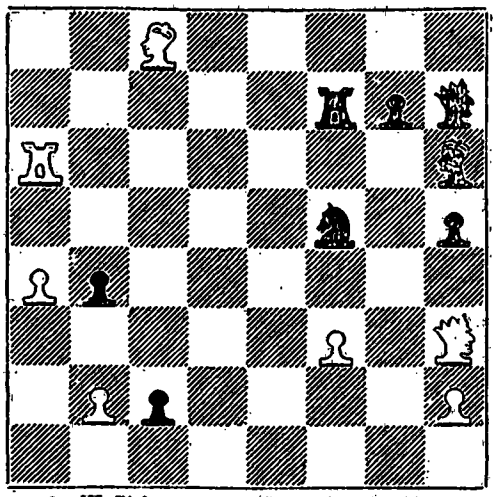
5. *W. Pawn to* 47. *B. King takes Pawn.*



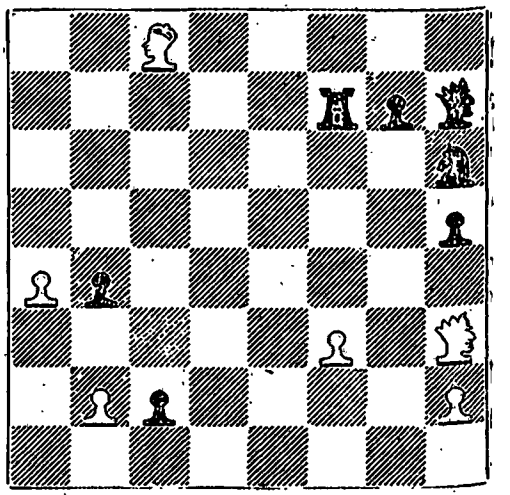
White to move, will win.



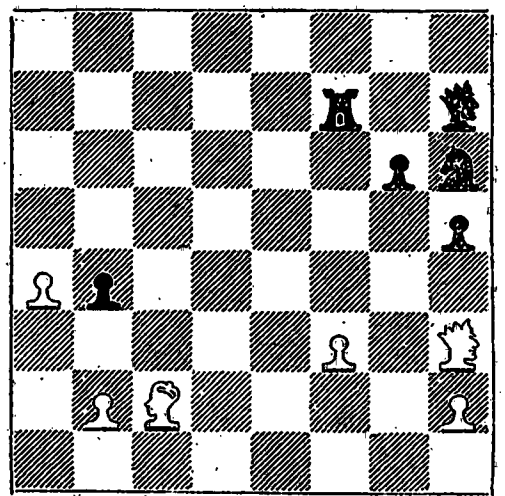
1. *W. Queen to* 3. *B. King to* 16.



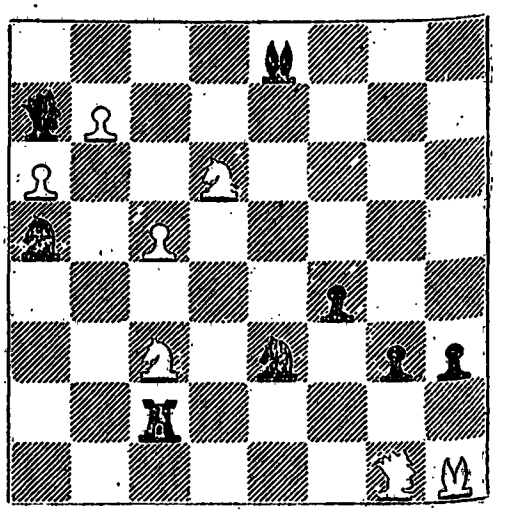
2. *W. Bishop to* 14. *B. Castle takes him.*



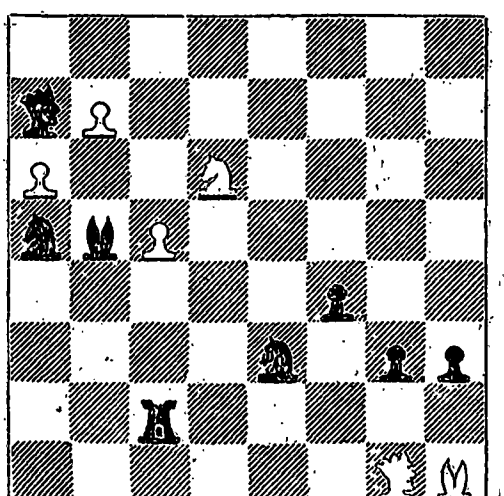
3. *W. Castle takes Queen.* *B. Knight takes Castle.*



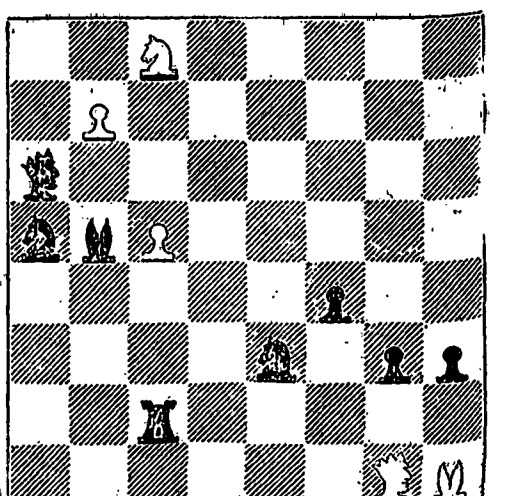
4. *W. Queen takes Pawn.* *B. Pawn to* 23, *white will win.*



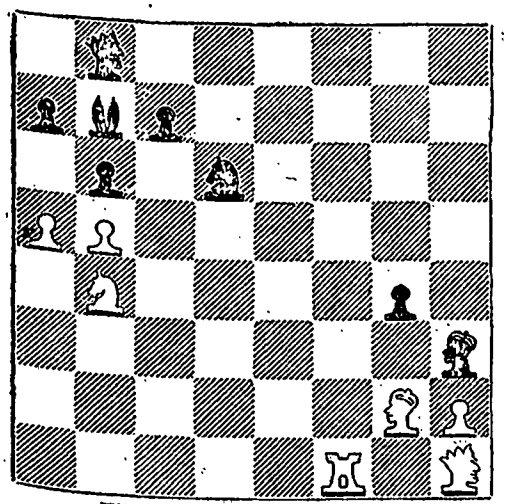
White to move, will give Check-mate in 3 *moves.*



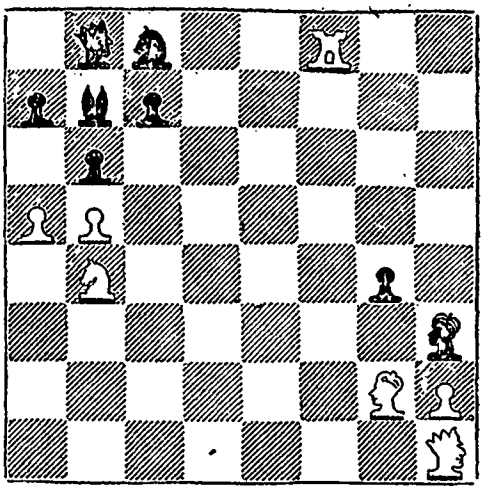
W. Knight to 26. *B. Bishop takes him.*



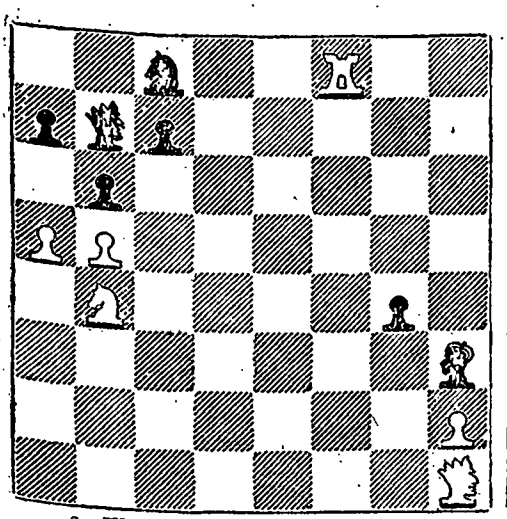
2. *W. Knight to* 3. *B. King to* 19, *when Pawn to* 2 *calls a Knight, giving Check-mate.*



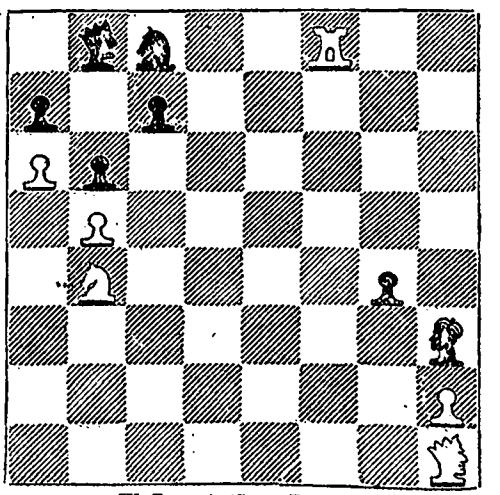
White to move, will win in 5 moves.



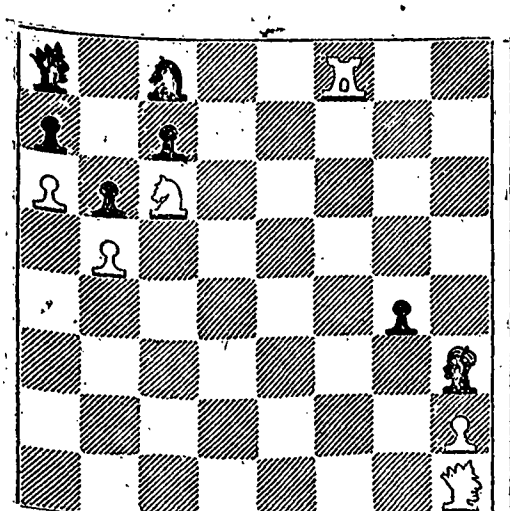
1. *W. Castle to 6.* *B. Knight to 3.*



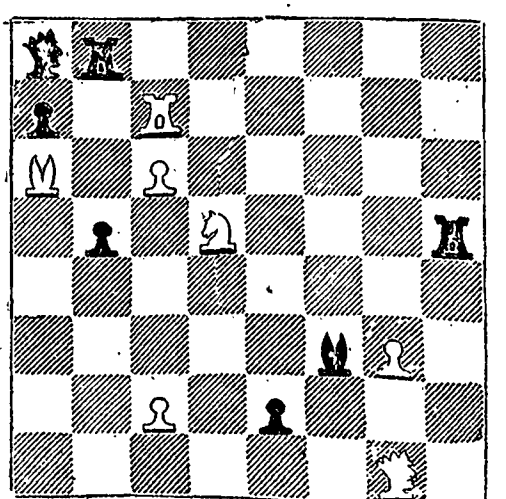
2. *W. Queen to* 10. *B. King takes her.*



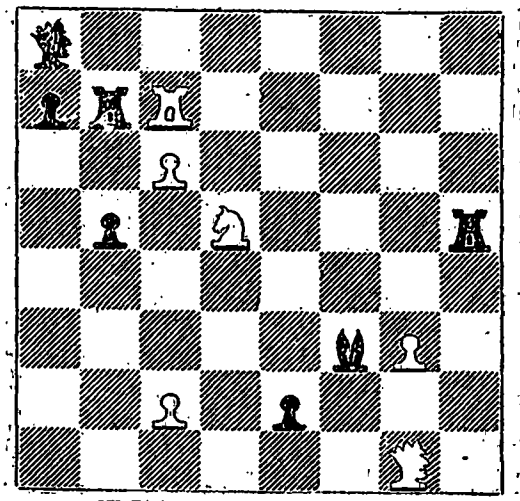
3. *W. Pawn to* 17. *B. King to 2.*



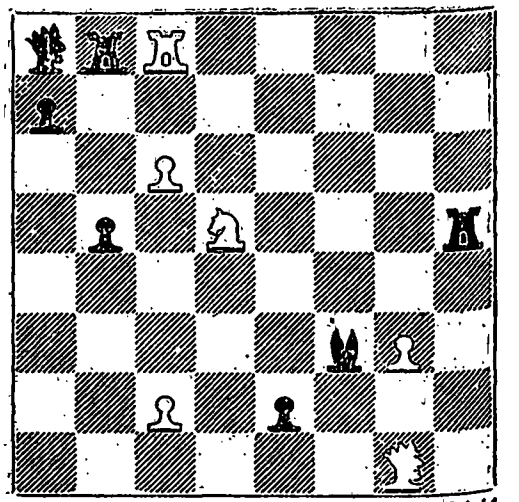
4. *W. Knight to* 19. *B. King to* 1, *when Castle will take Knight, and give Check-mate.*



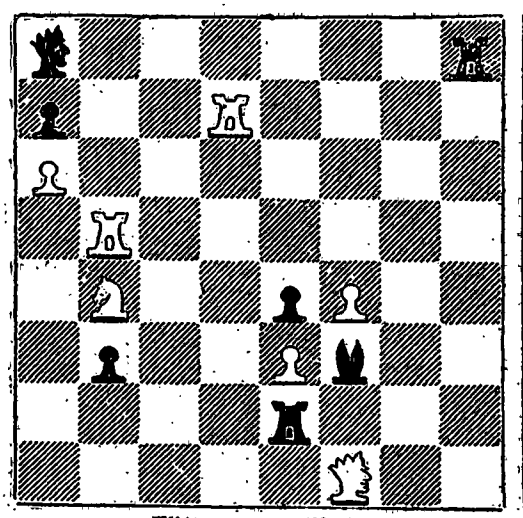
White to move, will win in 3 moves.



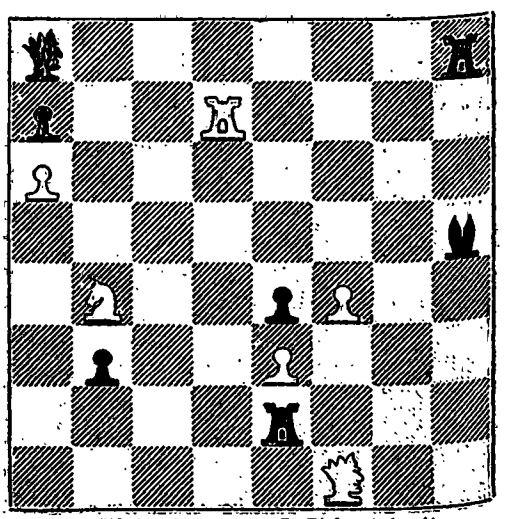
1. *W. Bishop to* 10. *B. Castle takes him.*



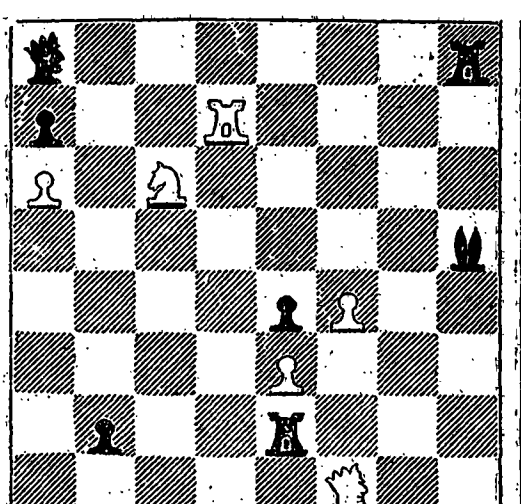
2. *W. Castle to* 3. *B. Castle to* 2, *when Knight will give Check-mate on* 11.



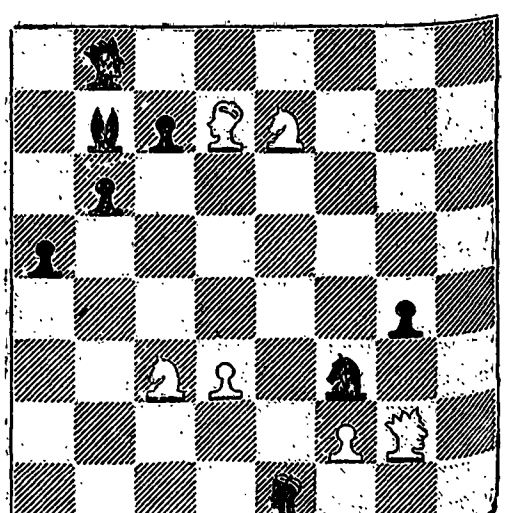
White to move, will win.



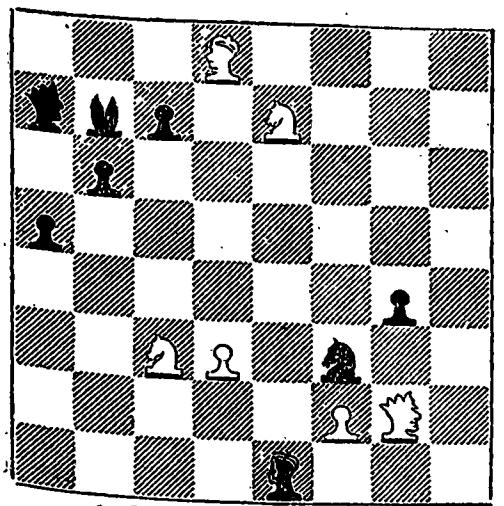
1. *W. Castle to* 32. *B. Bishop takes it.*



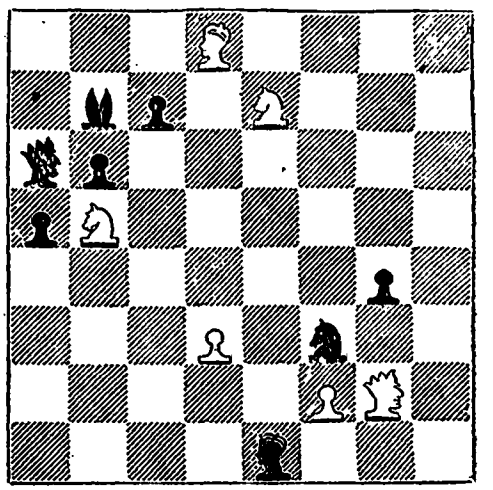
2. *W. Knight to* 19. *B. Pawn to* 50, *when Castle will give Check-mate on* 9.



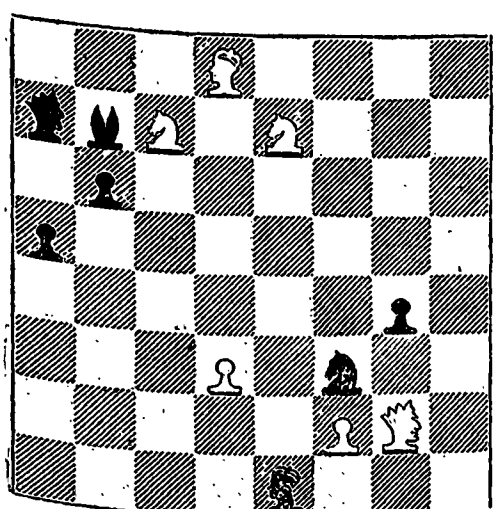
White to move, will win in 8 *moves.*



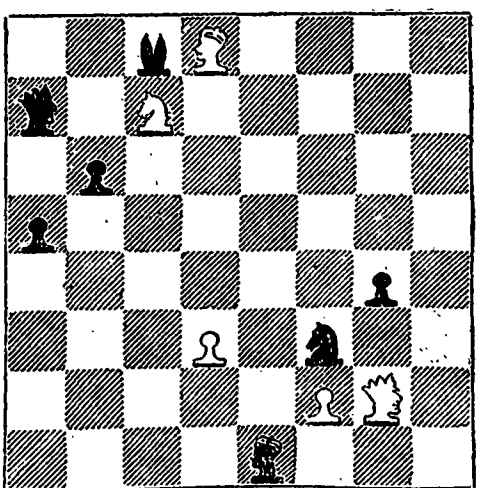
1. *W. Queen to* 4. *B. King to* 9.



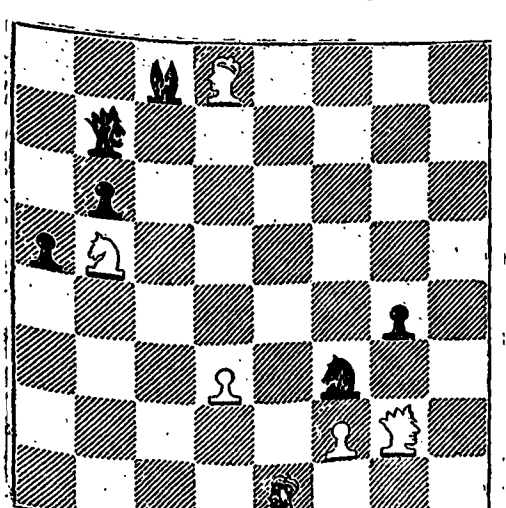
2. *W. Knight to* 26. *B. King to* 17.



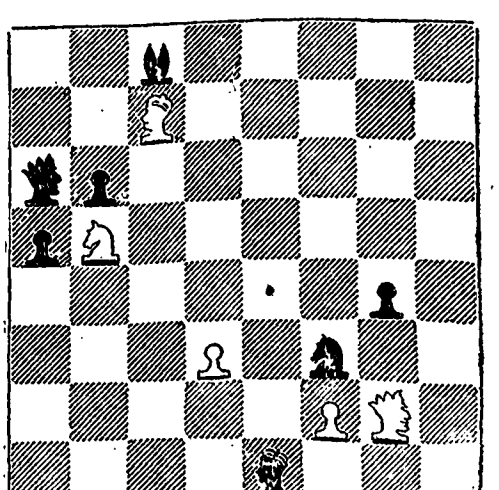
3. *W. Knight to* 11. *B. King to* 9.



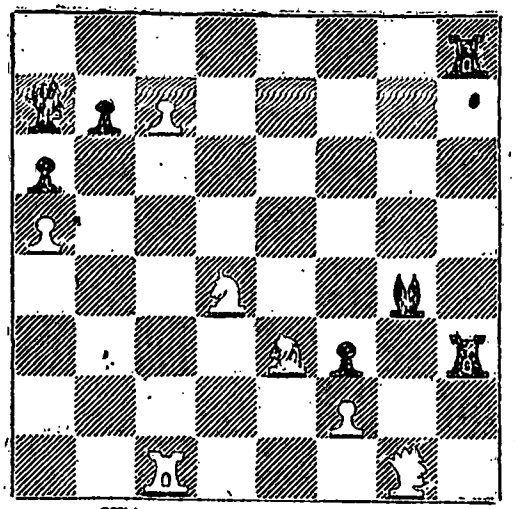
4. *W. Knight to* 3. *B. Bishop to* 3.



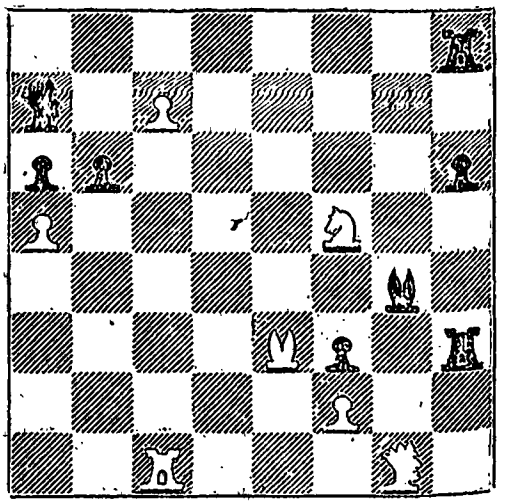
5. *W. Knight to* 26. *B. King to* 10.



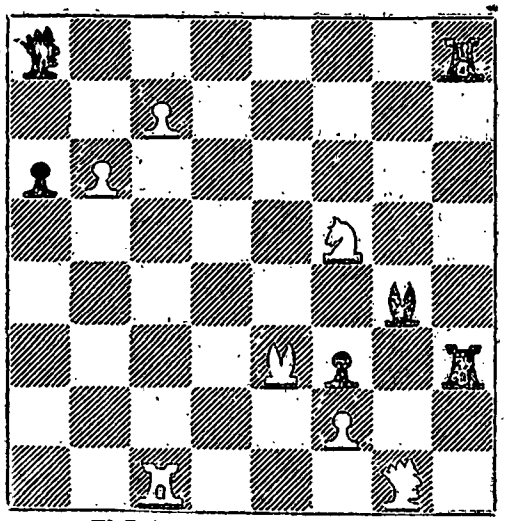
6. *W. Queen to* 11. *B. King to* 17, *when Queen will move to* 3, *and afterwards give Check-mate on* 35.



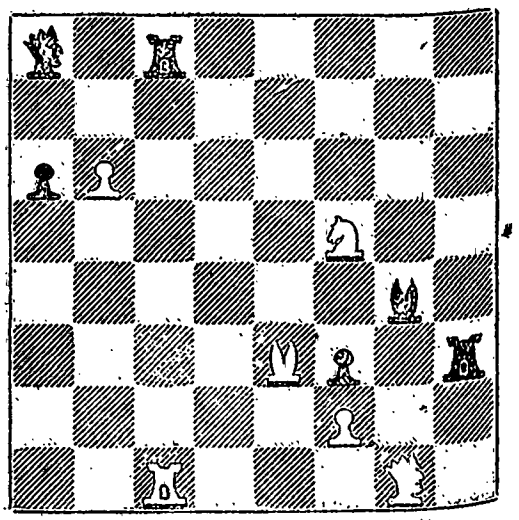
White to move, will win in 5 moves.



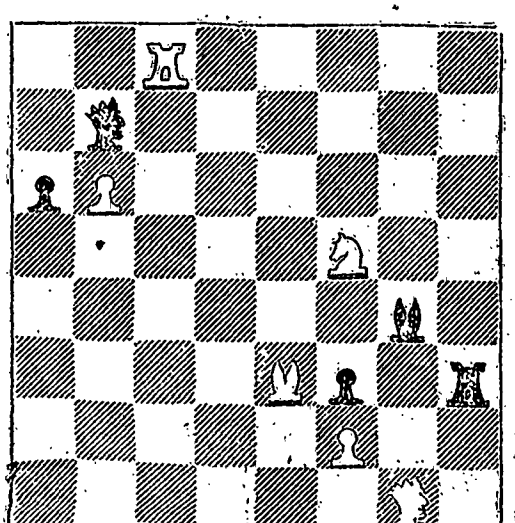
1. *W. Knight to 10.* *B. Pawn to 18.*



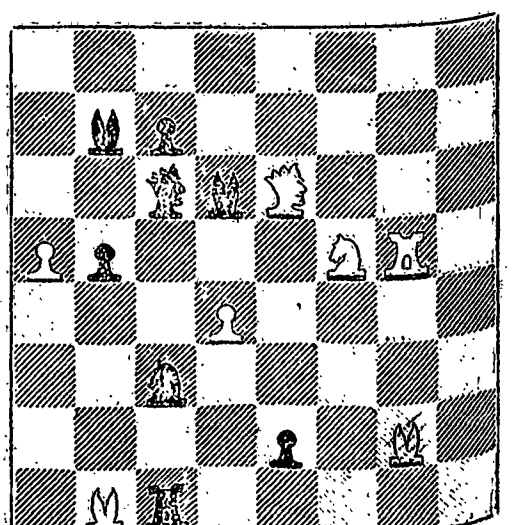
2. *W. Pawn takes Pawn.* *B. King to 1.*



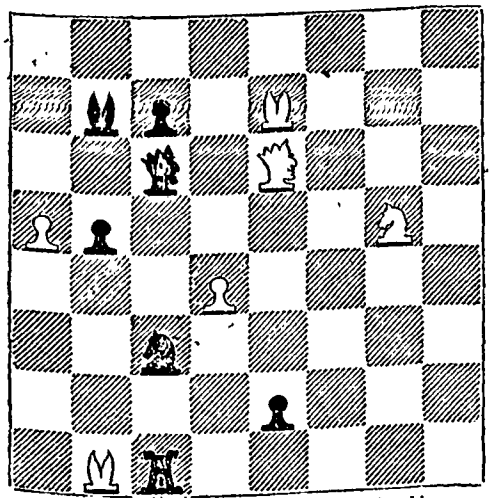
3. *W. Pawn to 3.* *B. Castle takes it.*



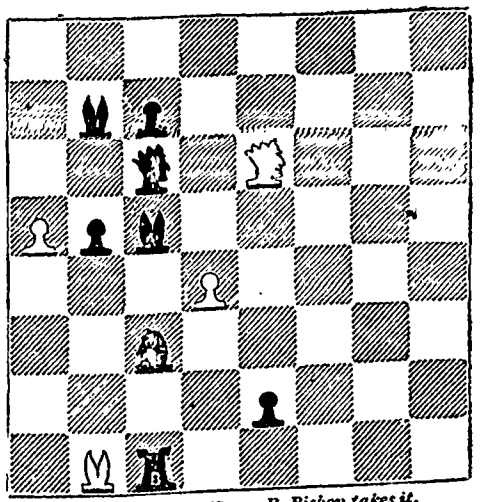
4. *W. Castle queriscs, gives Check-mate on 20.* *B. King to 10, when Knight*



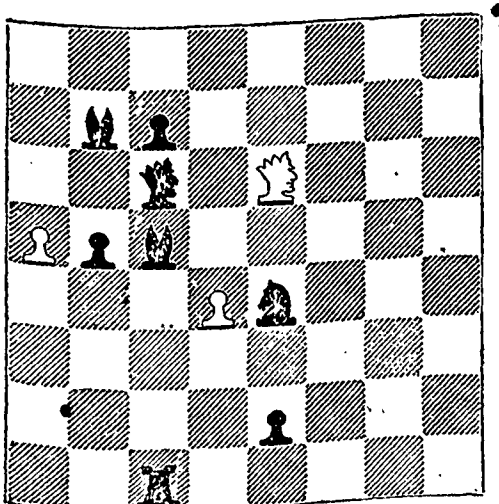
White to move, will win in 4 moves.



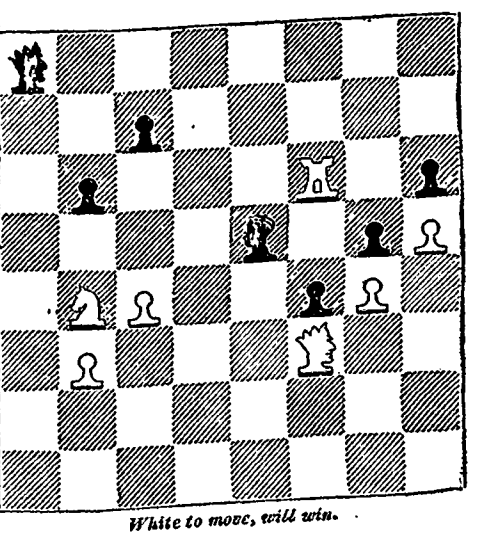
1. *W. Knight to* 13. *B. Bishop takes him.*



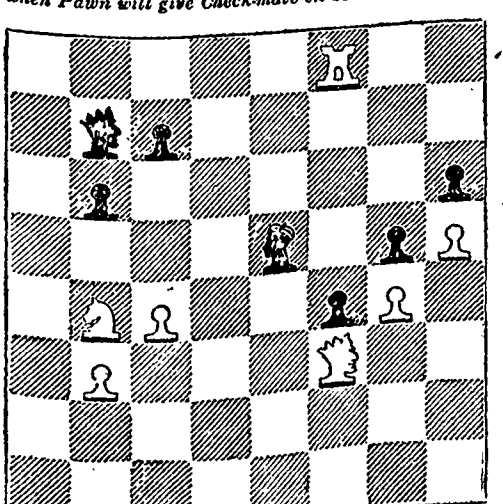
2. *W. Castle to* 27. *B. Bishop takes it.*



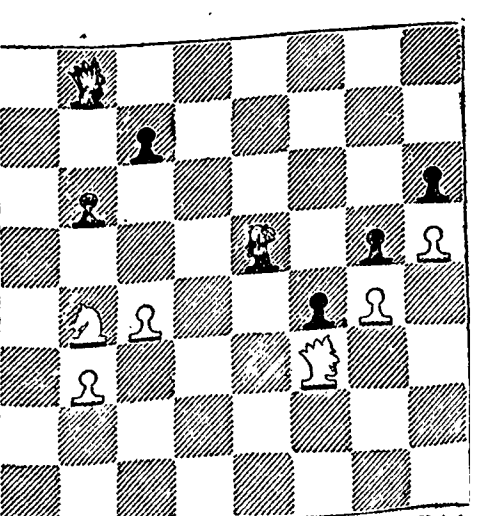
3. *W. Bishop to* 37. *B. Knight takes Bishop, when Pawn will give Check-mate on* 28.



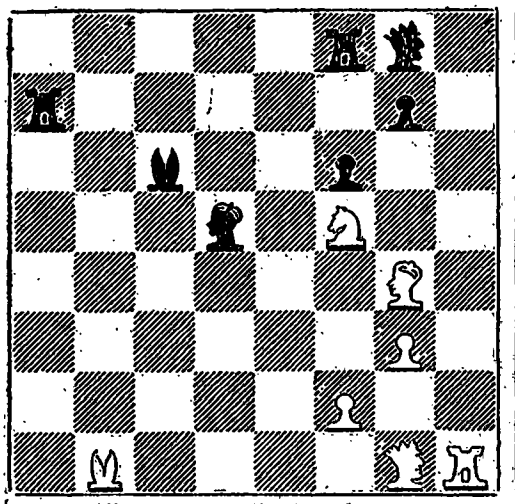
White to move, will win.



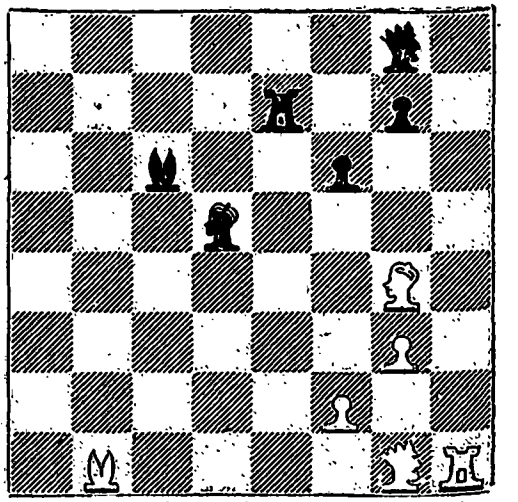
1. *W. Castle to* 6. *B. King to* 10.



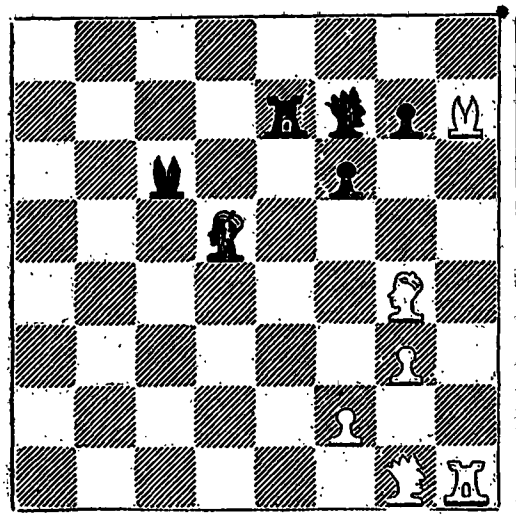
2. *W. Castle to* 2. *B. King takes it, when Knight will give Check to the King and Queen, whom he will take, and win the Game.*



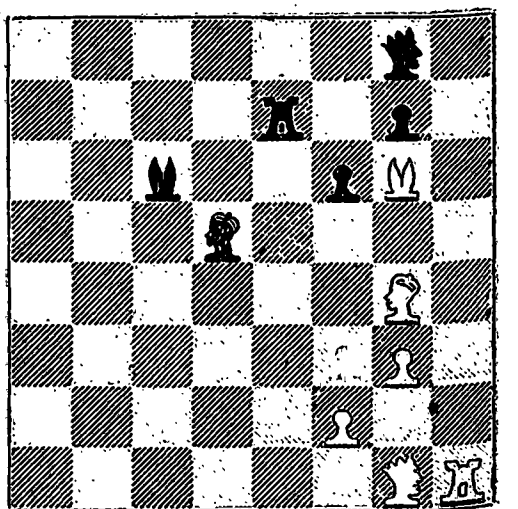
White to move, will win in 6 moves.



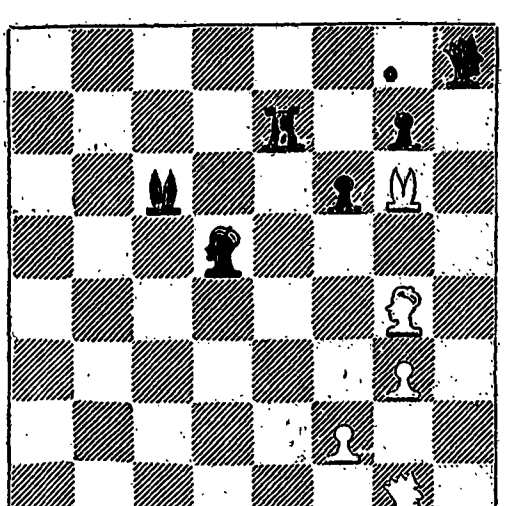
1. *W. Knight to 13. B. Castle takes him.*



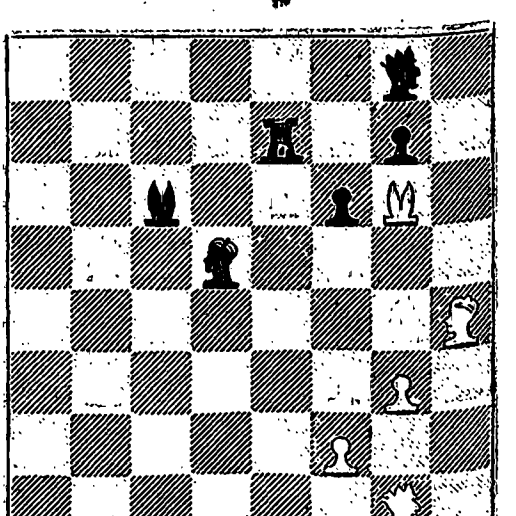
2. *W. Bishop to 16. B. King to 14.*



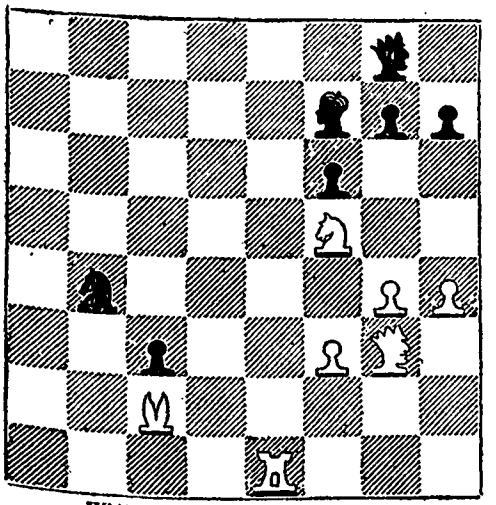
3. *W. Bishop to 28. B. King to 7.*



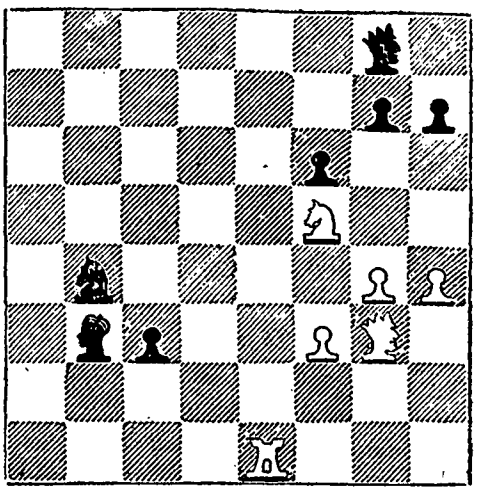
4. *W. Castle to 8. B. King takes it.*



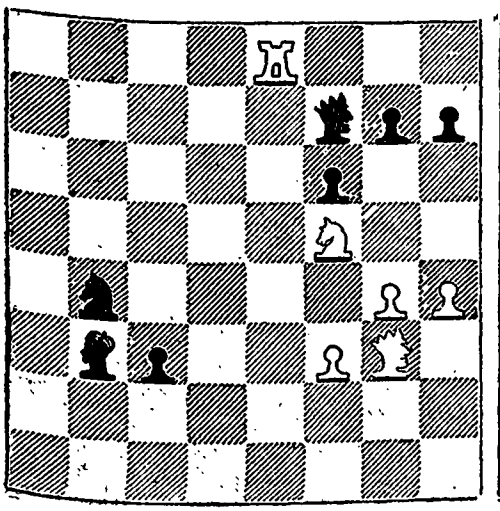
5. *W. Queen to 40. B. King to 7, when Queen will give Check-mate on 16.*



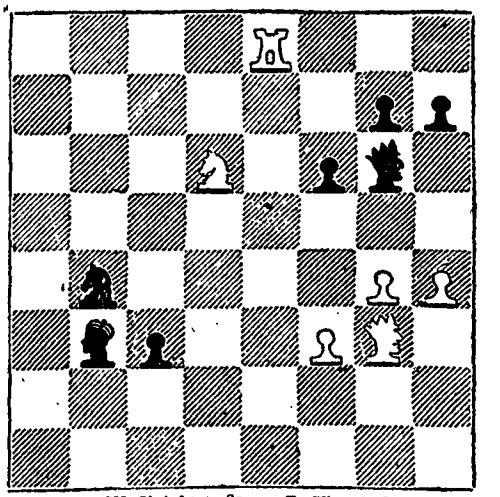
White to move, will win in 6 moves.



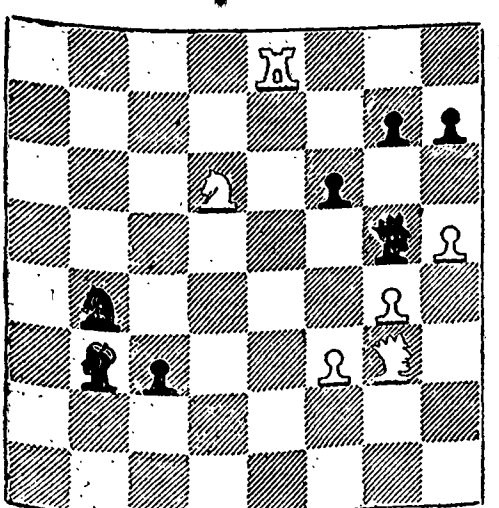
1. *W. Bishop to* 42. *B. Queen takes him.*



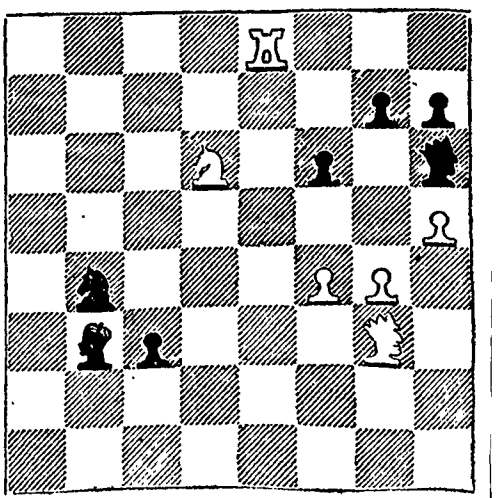
2. *W. Castle to* 5. *B. King to* 14.



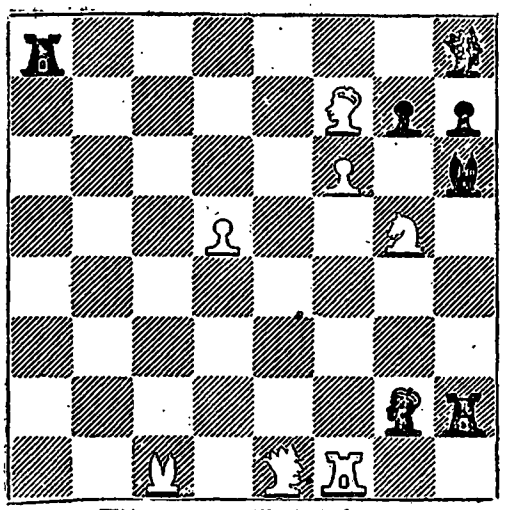
3. *W. Knight to* 20. *B. King to* 23.



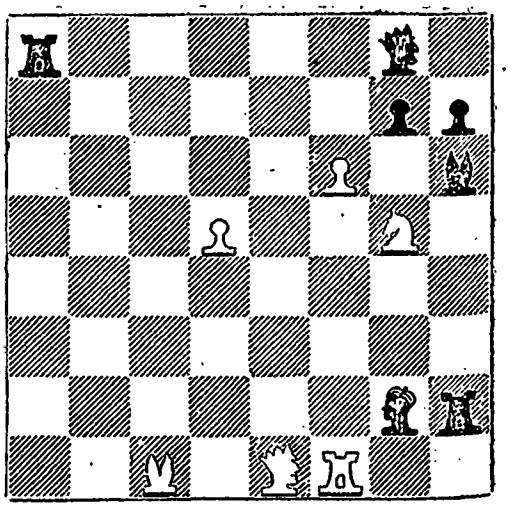
4. *W. Pawn to* 32. *B. King to* 31.



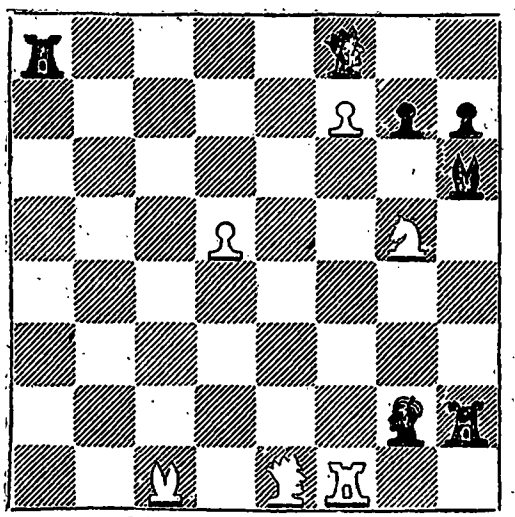
5. *W. Pawn to* 38. *B. King to* 24, *when Knight gives Check-mate on* 30.



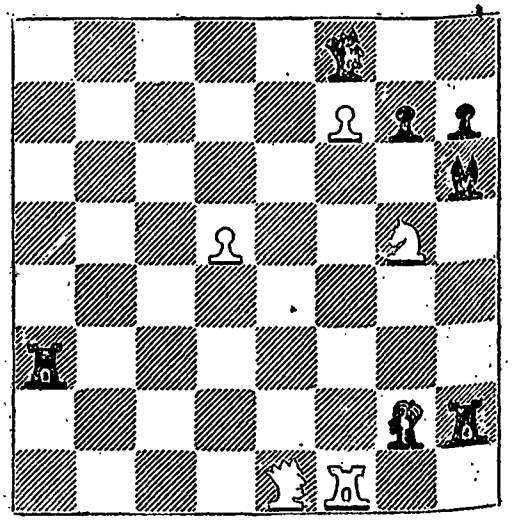
White to move, will win in 6 moves.



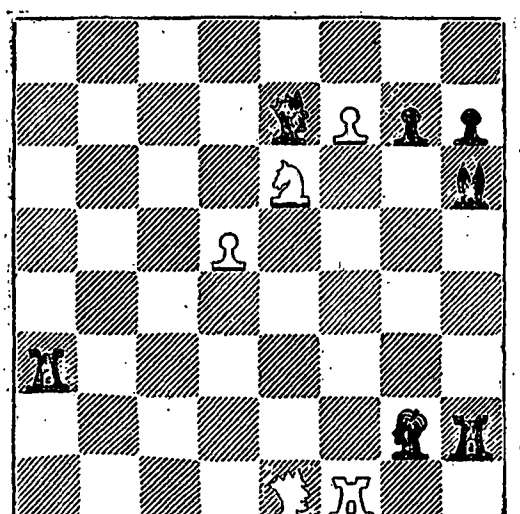
1. *W. Queen to 7.* *B. King takes her.*



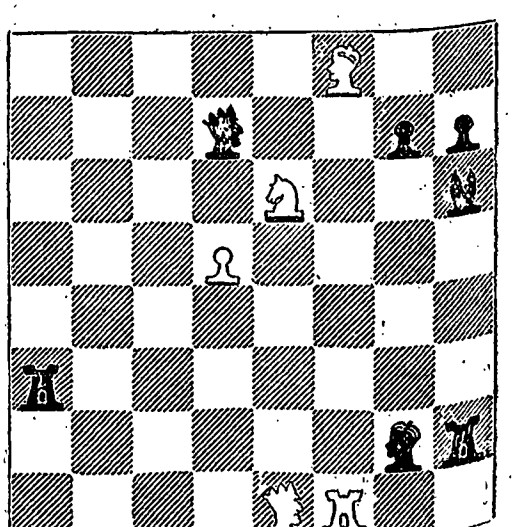
2. *W. Pawn to 14.* *B. King to 6.*



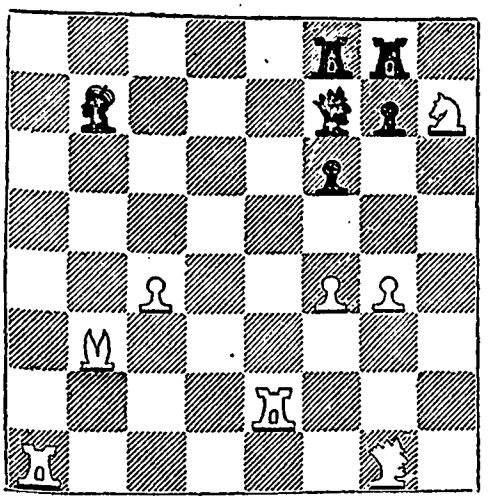
3. *W. Bishop to 41.* *B. Castle takes him.*



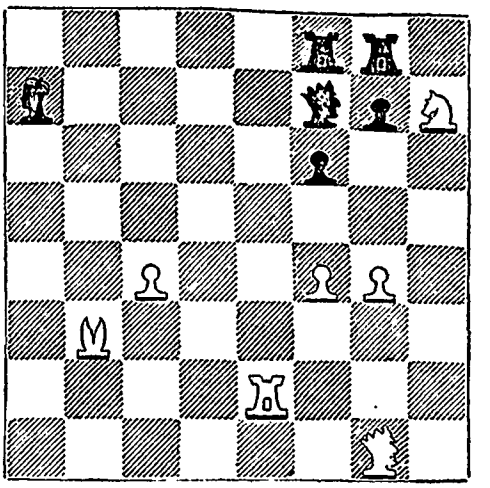
4. *W. Knight to 21.* *B. King to 13.*



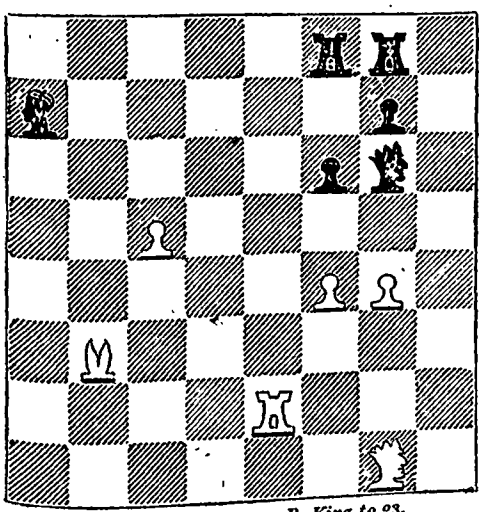
5. *W. Pawn to Queen.* *B. King to 12, when Castle gives Check-mate on 14.*



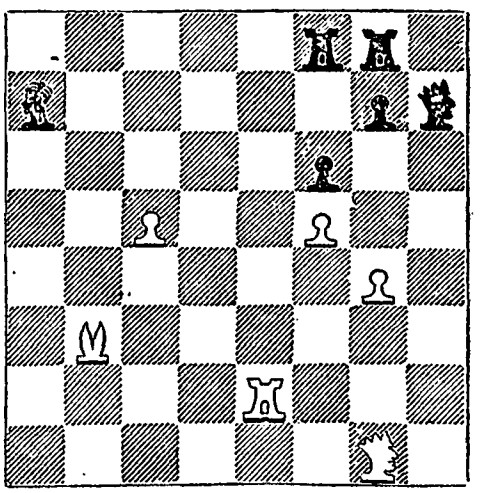
White to move, will win in 4 moves.



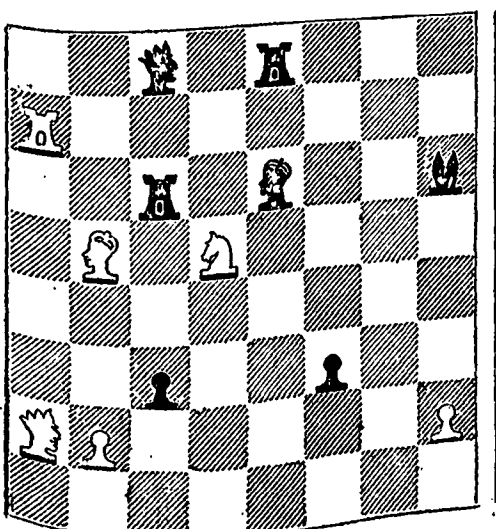
1. *W. Castle to 9.* *B. Queen takes it.*



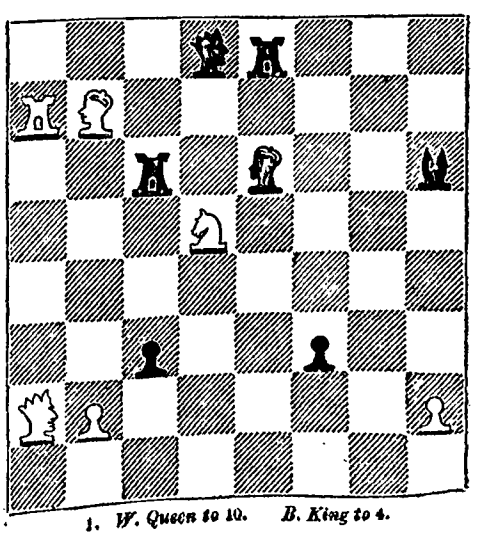
2. *W. Pawn to 27.* *B. King to 23.*



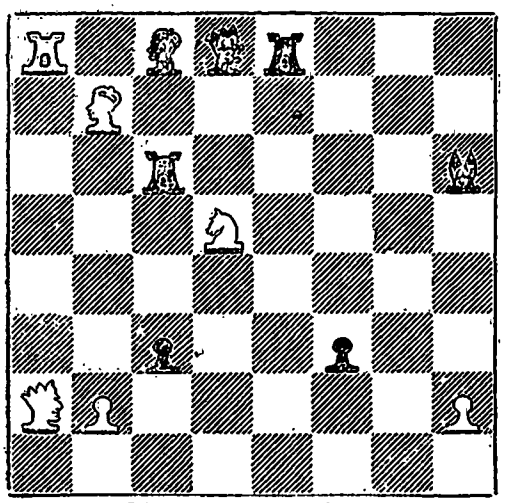
3. *W. Pawn to 30.* *B. King to 16, when Castle will give Check-mate on 56.*



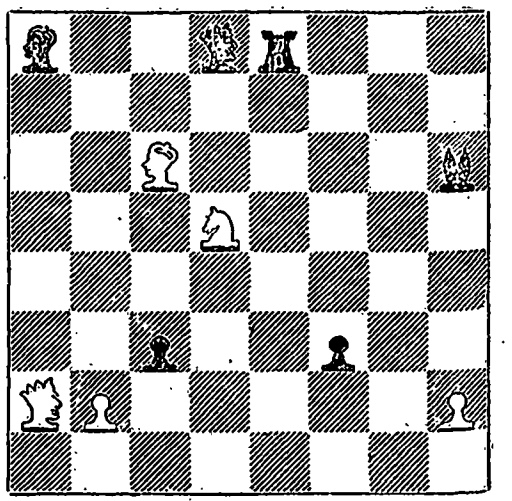
White to move, will win.



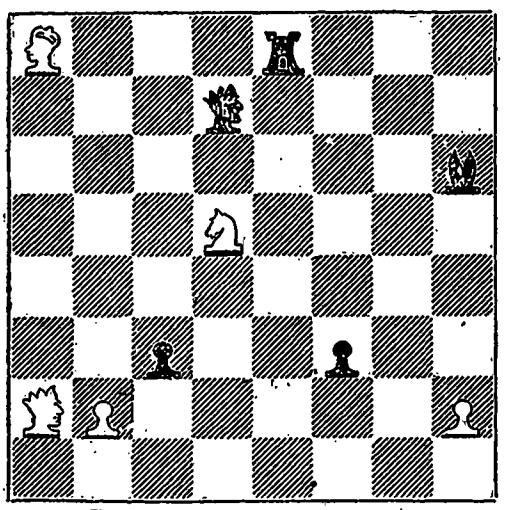
1. *W. Queen to 10.* *B. King to 4.*



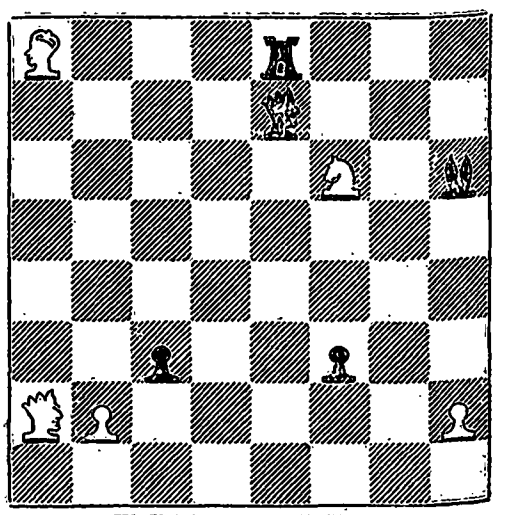
2. *W. Castle to* 1. *B. Queen to* 3.



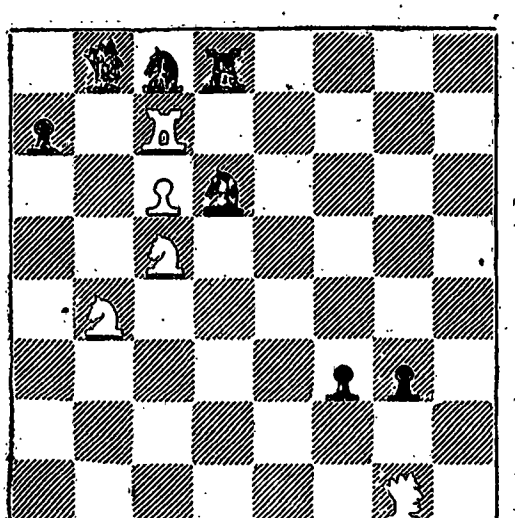
3. *W. Queen to* 19. *B. Queen takes Castle.*



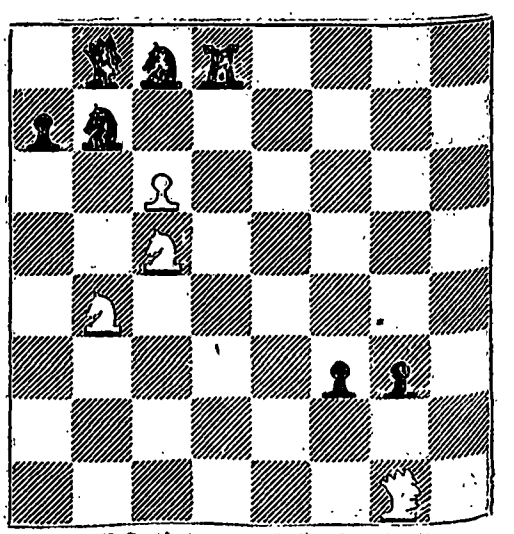
4. *W. Queen takes Queen.* *B. King to* 12.



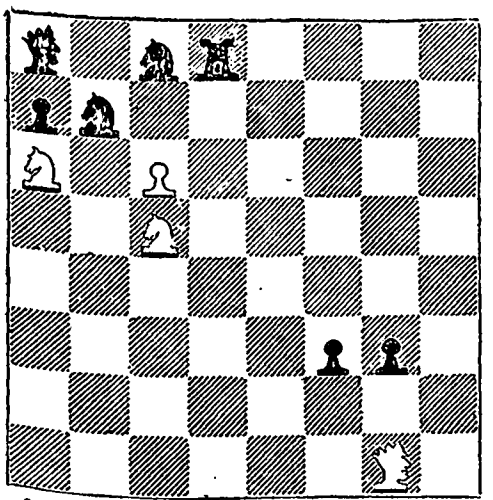
5. *W. Knight to* 22. *B. King to* 13.



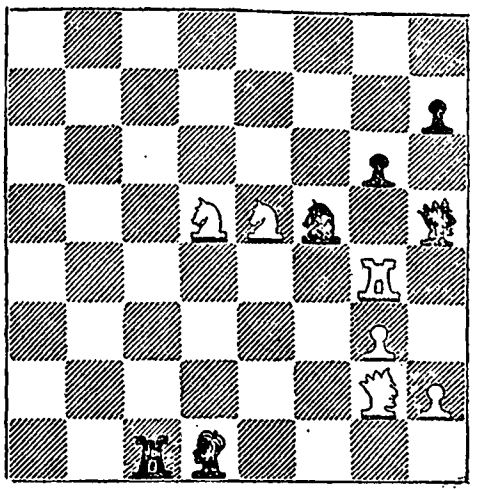
White to move, will win.



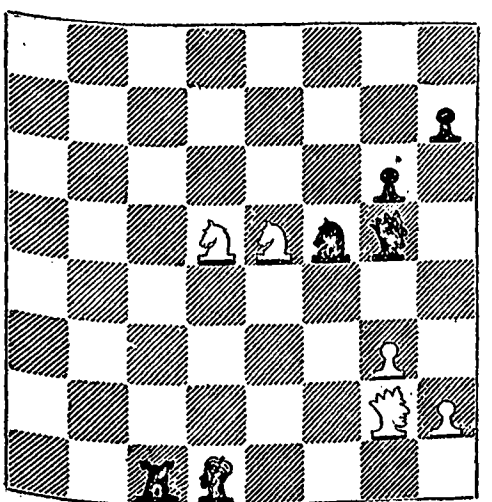
1. *W. Castle to* 10. *B. Knight takes it.*



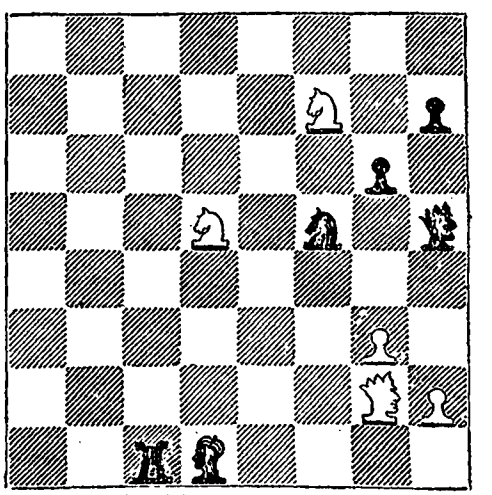
2. *W. Knight to* 17. *B. King to* 1, *when Pawn will give Check-mate on* 10.



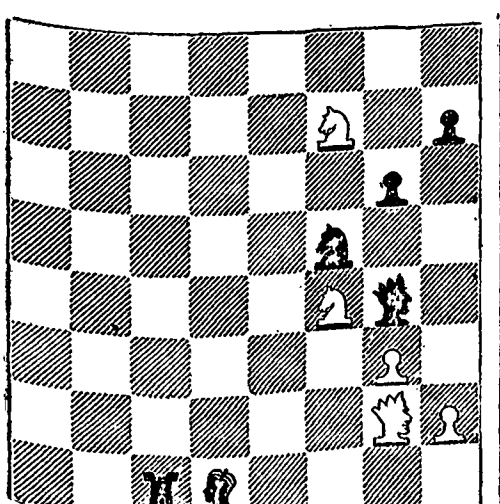
White to move, will give Check-mate in 4 *moves.*



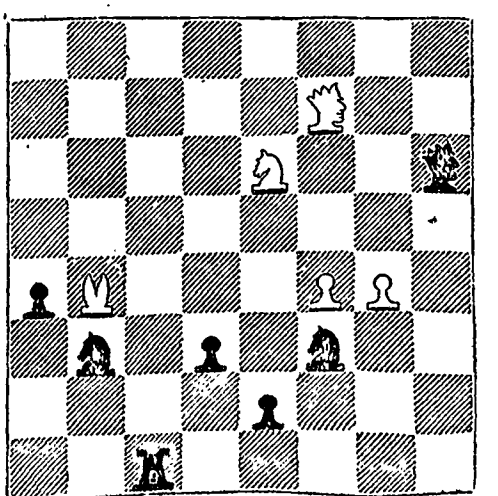
1. *W. Castle to* 31. *B. King takes it.*



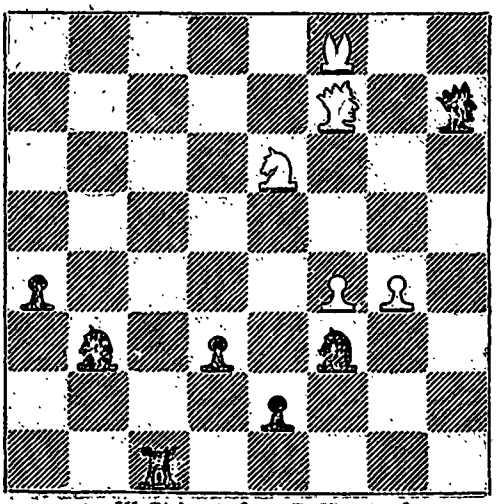
2. *W. Knight to* 14. *B. King to* 32.



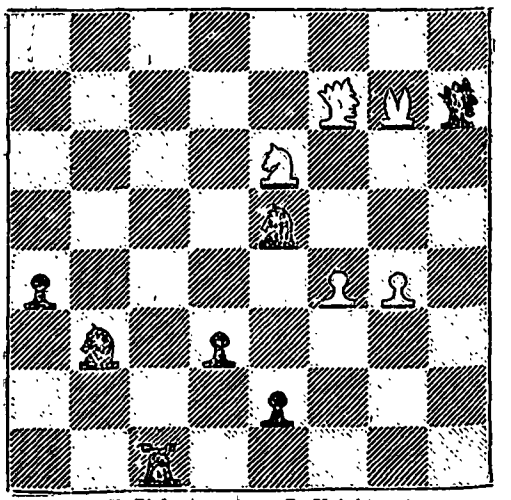
3. *W. Knight to* 38. *B. King to* 39, *when Pawn will give Check-mate on* 48.



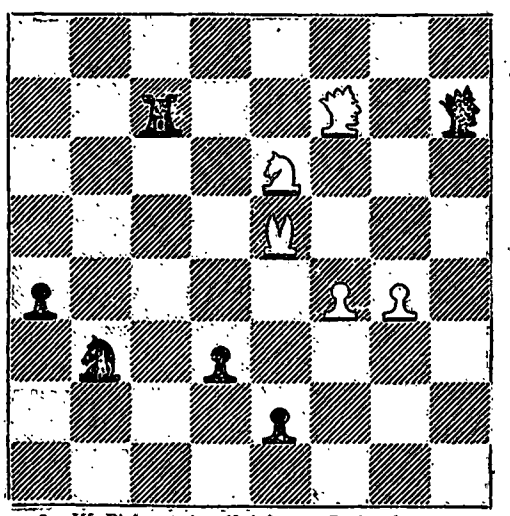
White to move, will win.



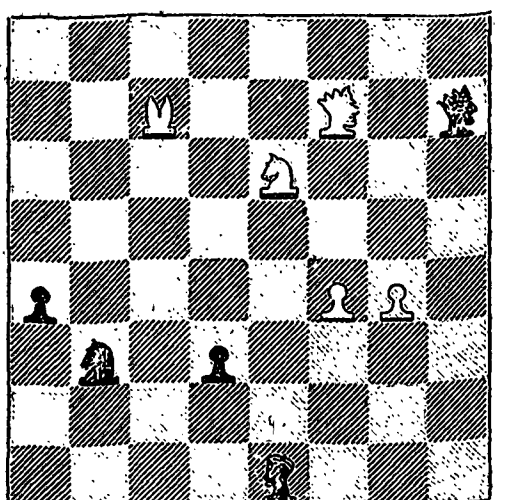
1. *W. Bishop to 6. B. King to 16.*



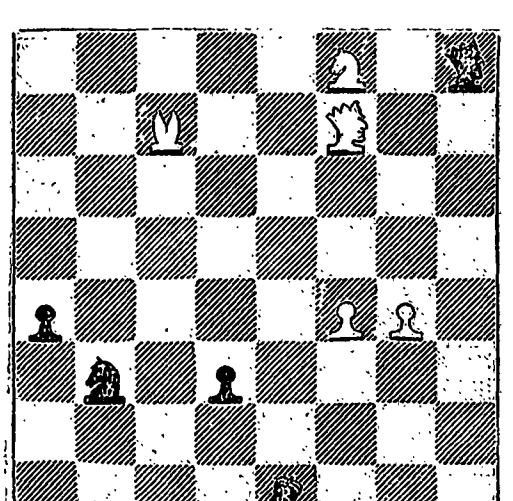
2. *W. Bishop to 15. B. Knight to 29.*



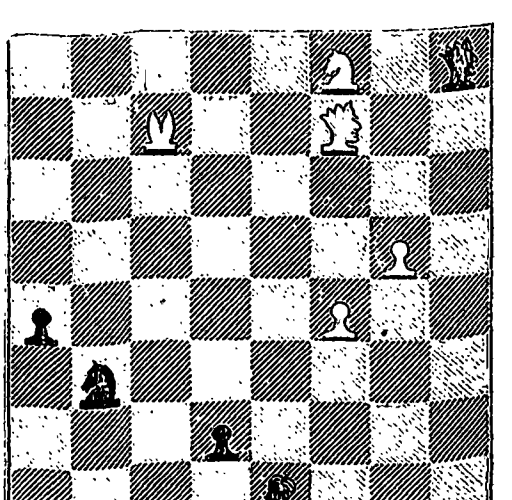
3. *W. Bishop takes Knight. B. Castle to 11.*



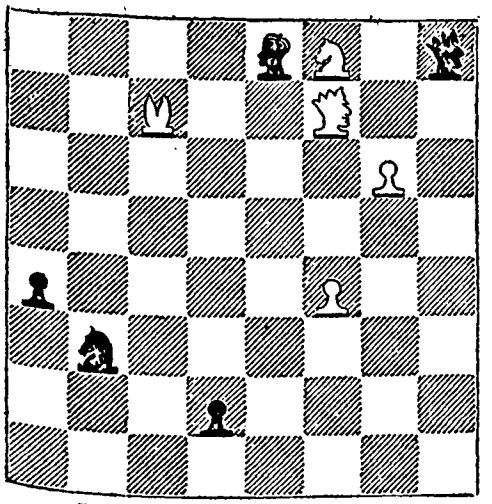
4. *W. Bishop takes Castle. B. Pawn to Queen.*



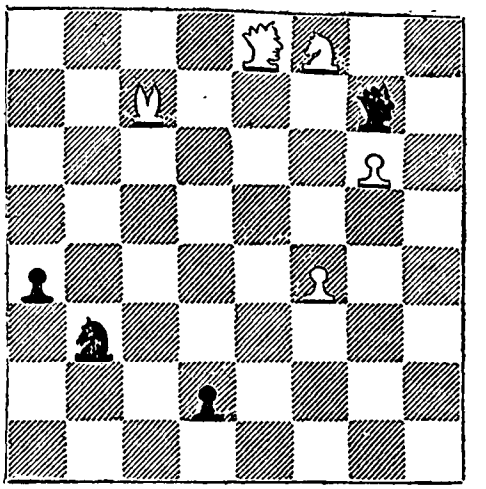
5. *W. Knight to 6. B. King to 8.*



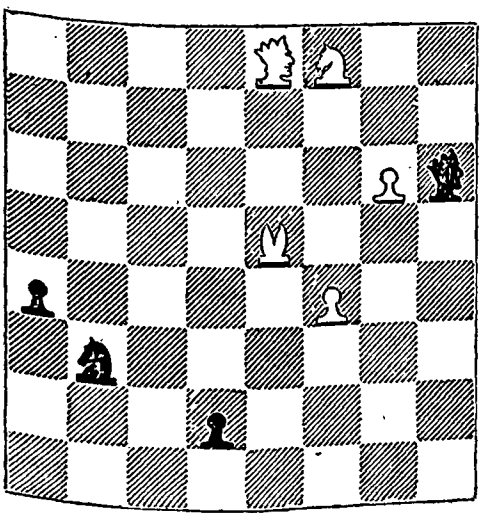
6. *W. Pawn to 31. B. Pawn to 32.*



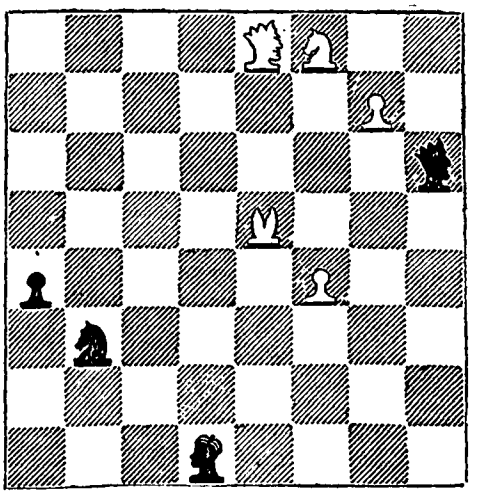
7. *W. Pawn to 23. B. Queen to 5.*



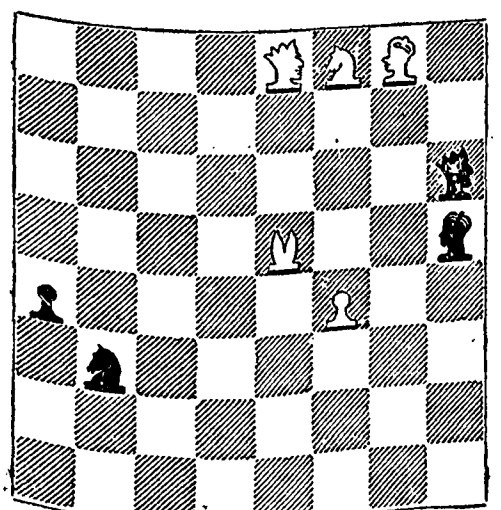
8. *W. King takes Queen. B. King to 15.*



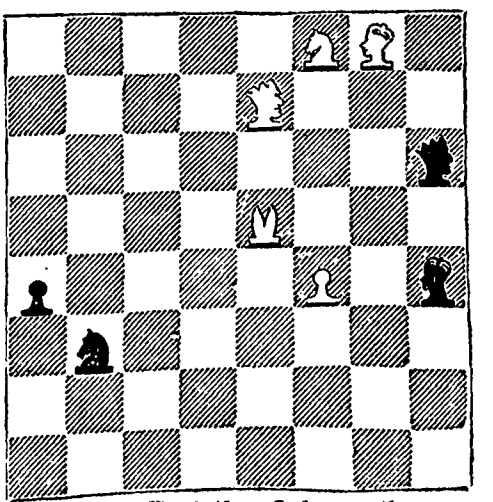
9. *W. Bishop to 29. B. King to 24.*



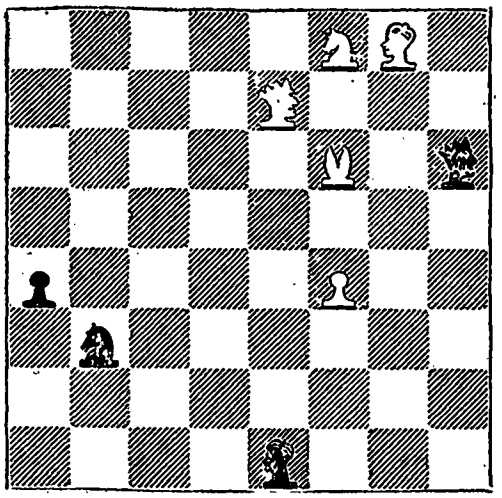
10. *W. Pawn to 15. B. Pawn makes a Queen.*



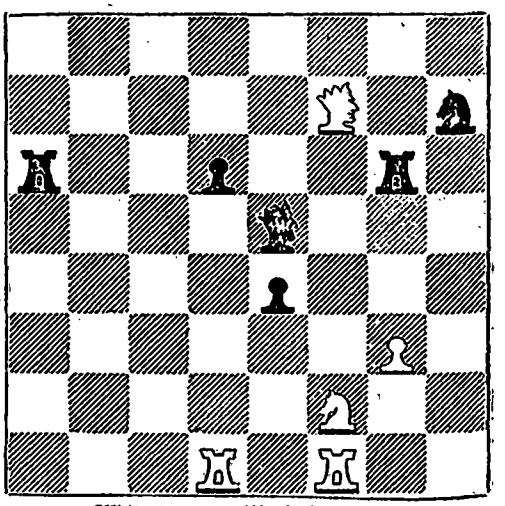
11. *W. Pawn to Queen. B. Queen to 32.*



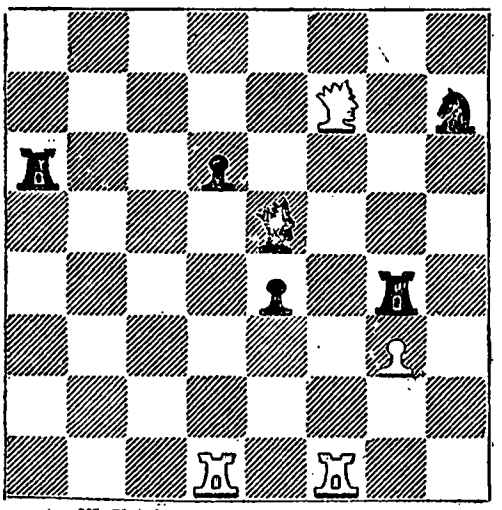
12. *W. King to 13. B. Queen to 40.*



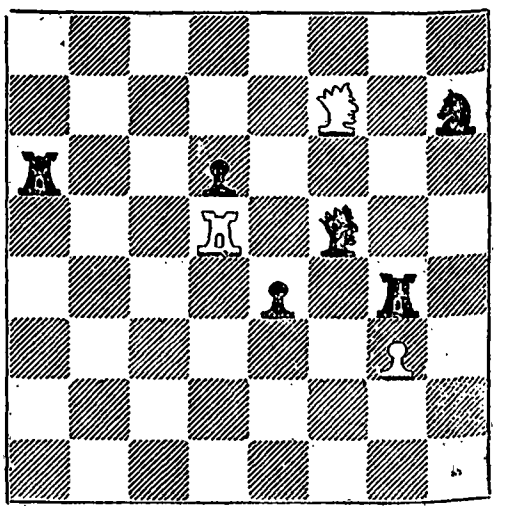
13. *W. Bishop to* 22. *B. Queen to* 61, *when King to* 14.



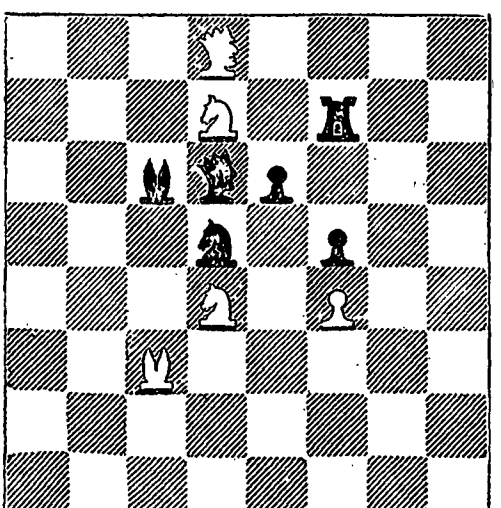
White to move will win in 3 *moves.*



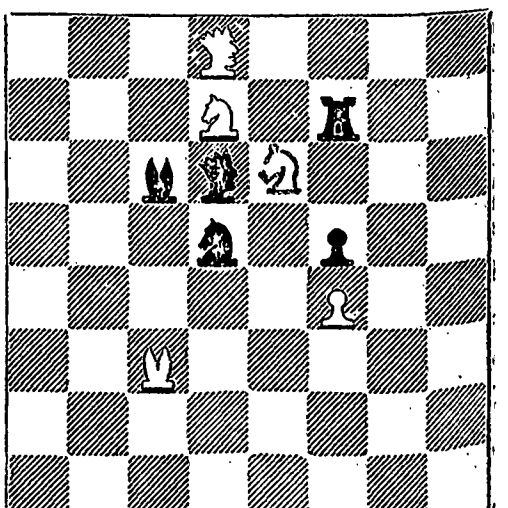
1. *W. Knight to* 39. *B. Castle takes him.*



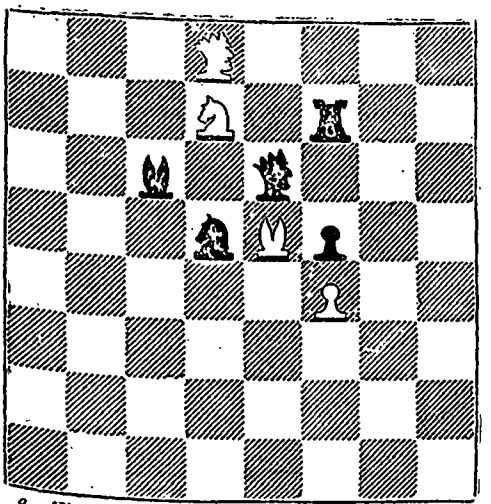
3. *W. Castle to* 30. *B. King takes it, W. Castle gives Check-mate on* 28.



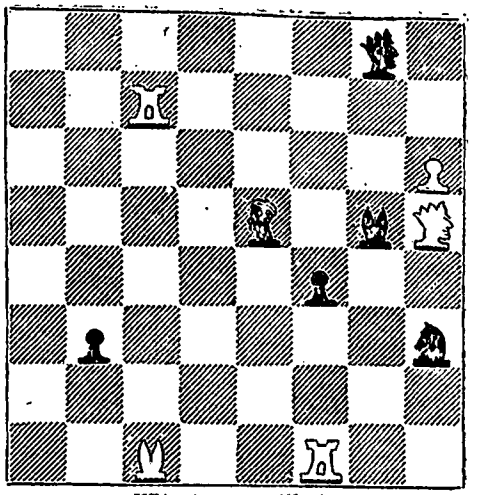
White to move, will give Check-mate in 3 *moves.*



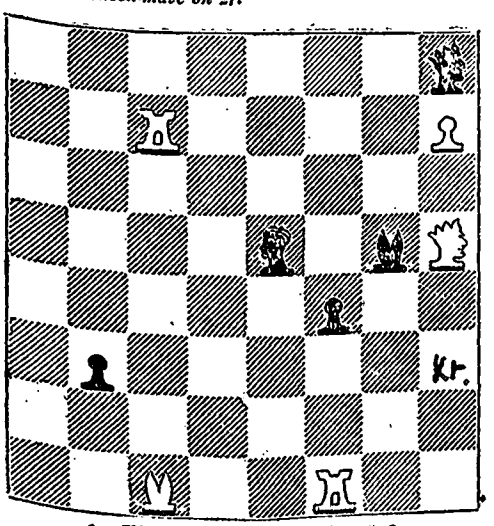
1. *W. Knight to* 30. *B. Pawn takes him.*



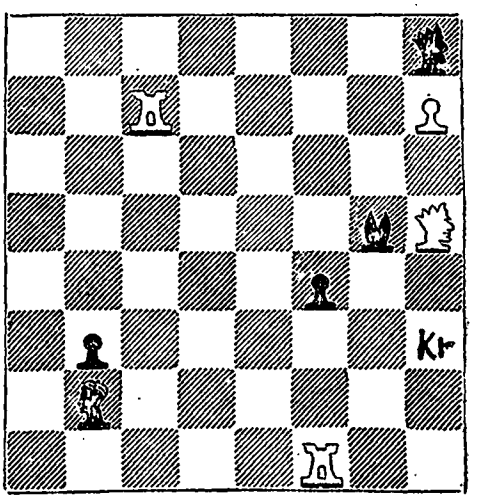
2. *W. Bishop to* 29. *B. King to* 21, *when Knight will give Check-mate on* 27.



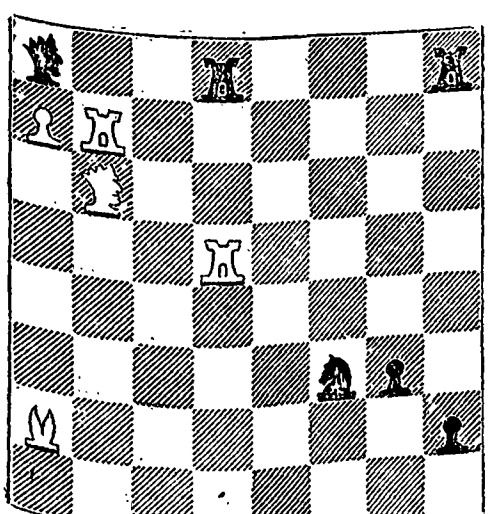
White to move, will win.



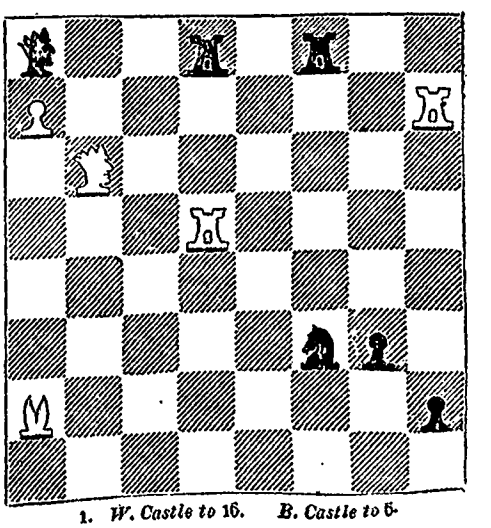
1. *W. Pawn to* 16. *B. King to* 8.



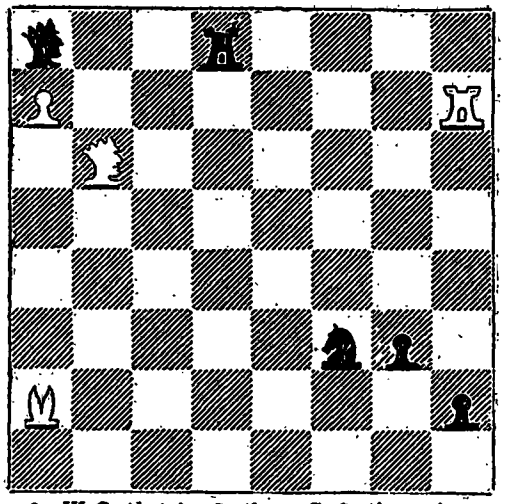
2. *W. Bishop to* 50. *B. Queen takes him, then Castle to* 61.



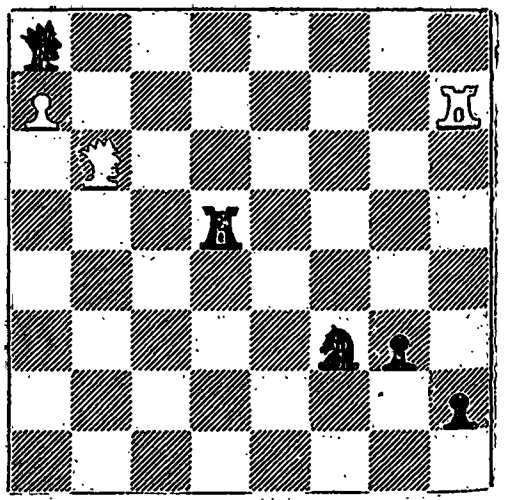
White to move, will give Check-mate in 4 *moves.*



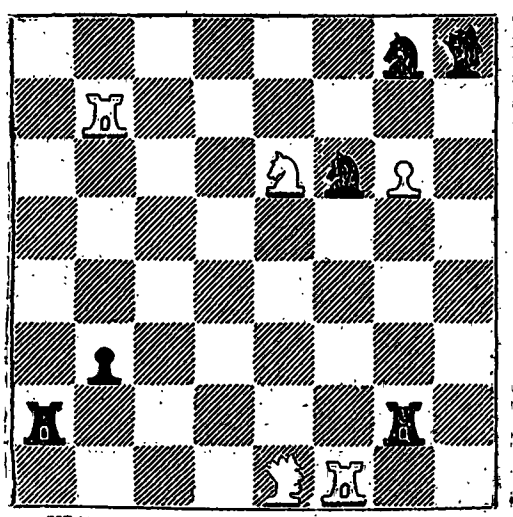
1. *W. Castle to* 16. *B. Castle to* 5.



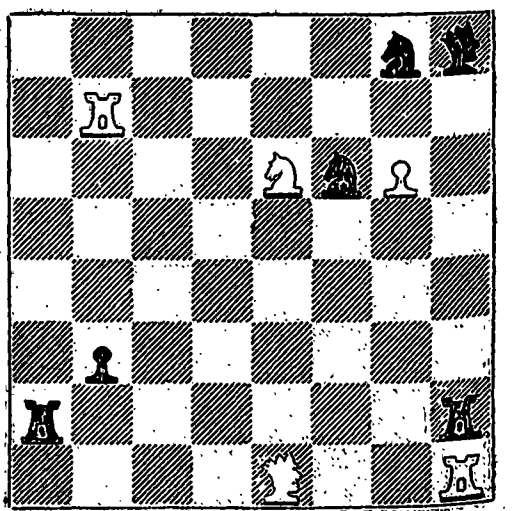
2. *W. Castle takes Castle.* *B. Castle reprises.*



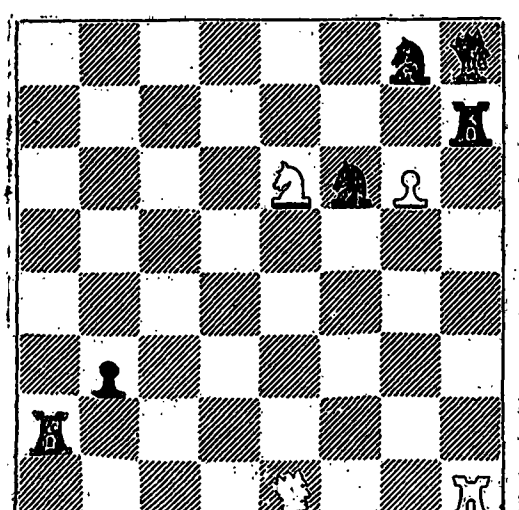
3. *W. Bishop to 28.* *B. Castle takes him, when Castle will give Check-mate on 8.*



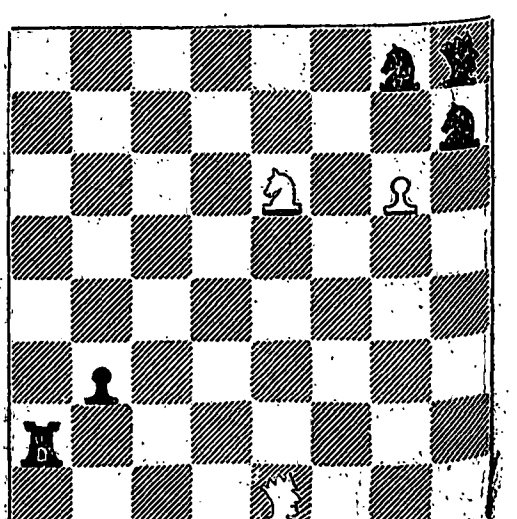
White to move, will give Check-mate in 4 moves.



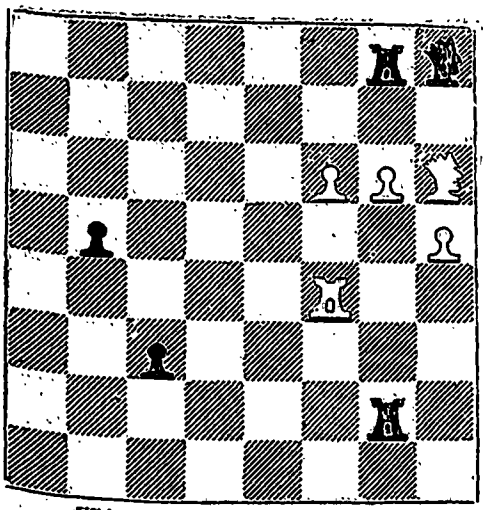
1. *W. Castle to 64.* *B. Castle to 66.*



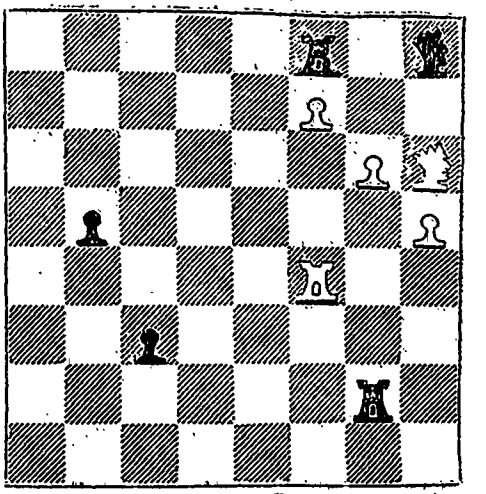
2. *W. Castle to 16.* *B. Castle takes Castle.*



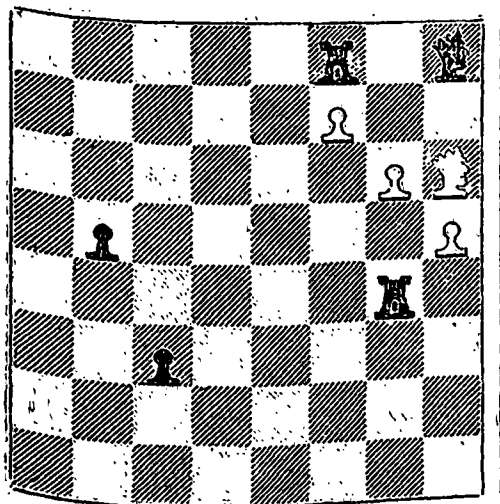
3. *W. Castle reprises.* *B. Knight reprises, when Pawn will give Check-mate.*



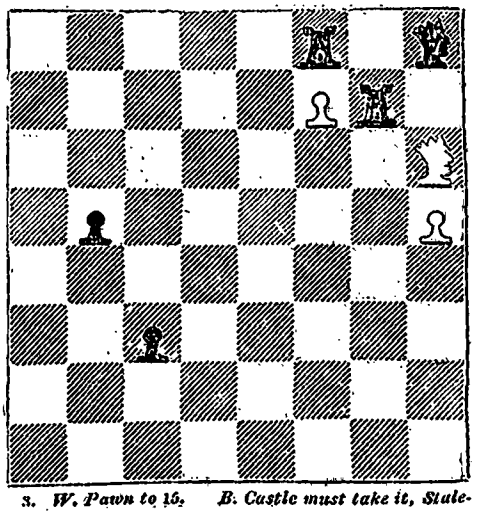
White to move, will obtain Stale-mate.



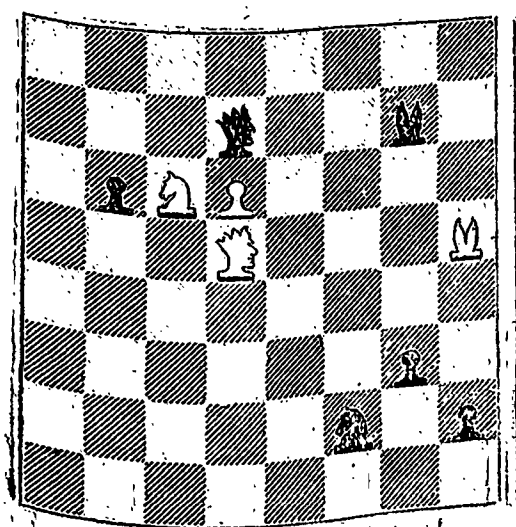
1. *W. Pawn to 14.* *B. Castle to 6.*



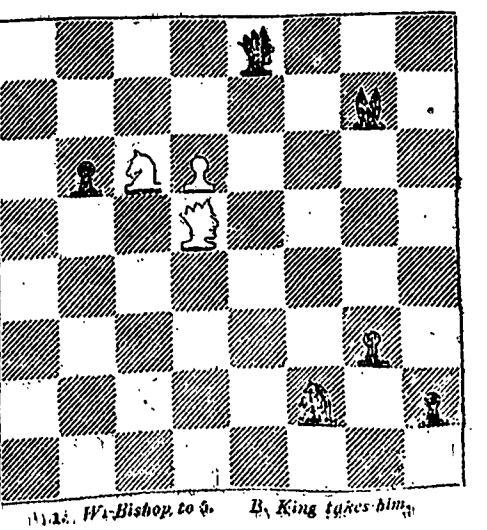
2. *W. Castle to 39.* *B. Castle takes it.*



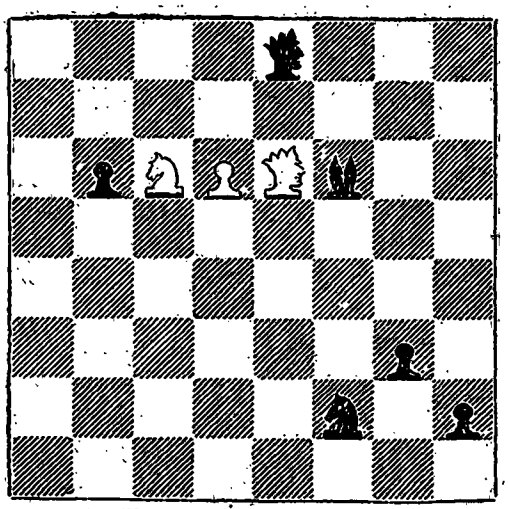
3. *W. Pawn to 15.* *B. Castle must take it, Stale-mate.*



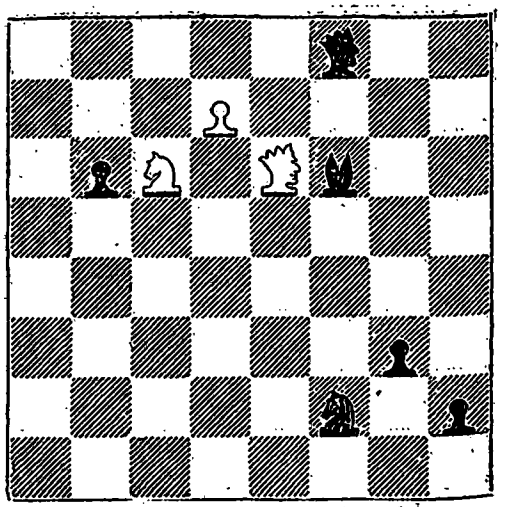
White to move, will win.



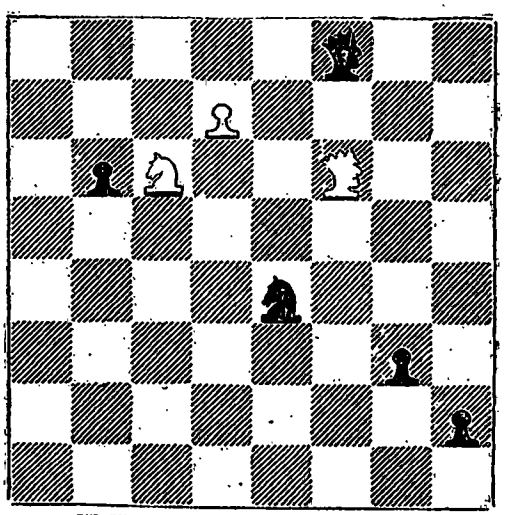
1. *W. Bishop to 9.* *B. King takes him.*



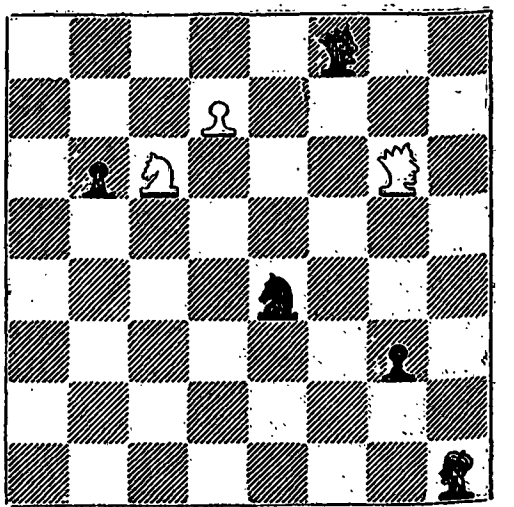
2. *W. King to 21.* *B. Bishop to 22.*



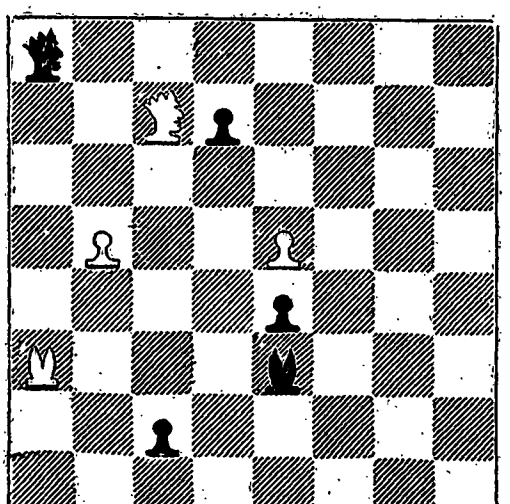
3. *W. Pawn to 12.* *B. King to 6.*



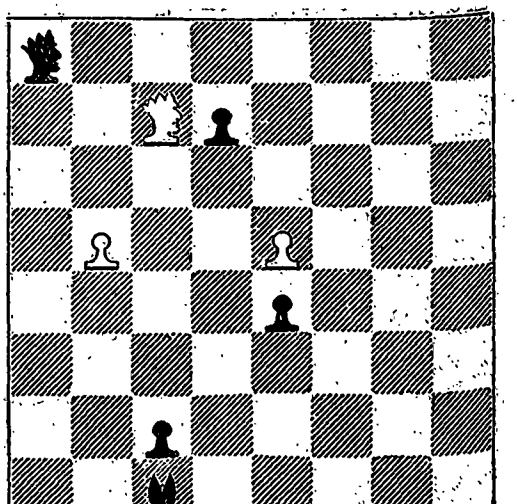
4. *W. King takes Bishop.* *B. Knight to 37.*



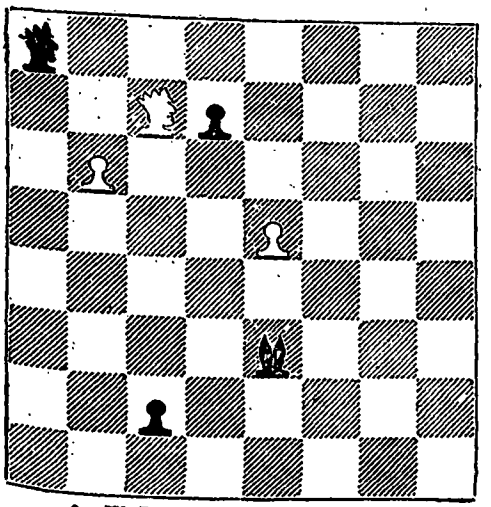
5. *W. King to 23.* *B. Pawn to Queen. When white goes to Queen, and gives Check-mate.*



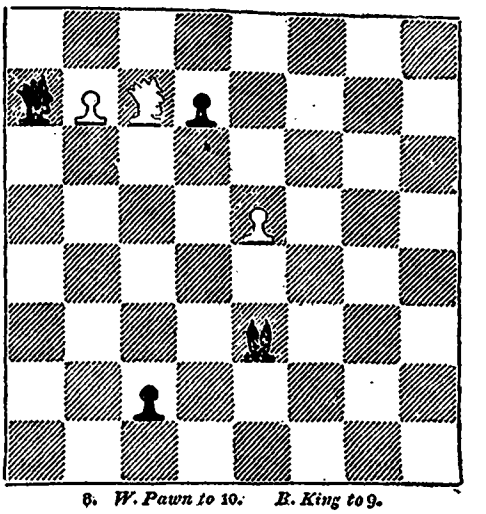
White to move, will win.



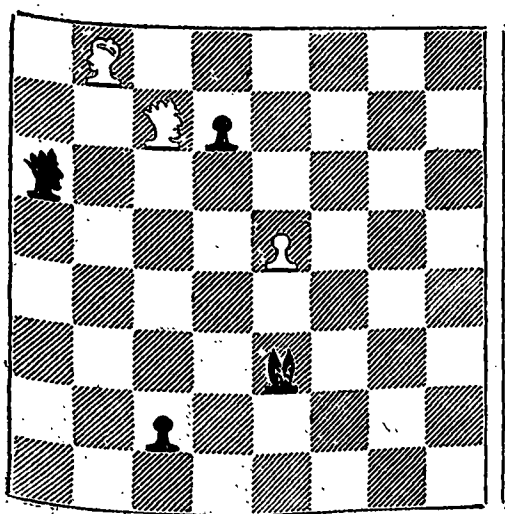
1. *W. Bishop to 59.* *B. Bishop takes him.*



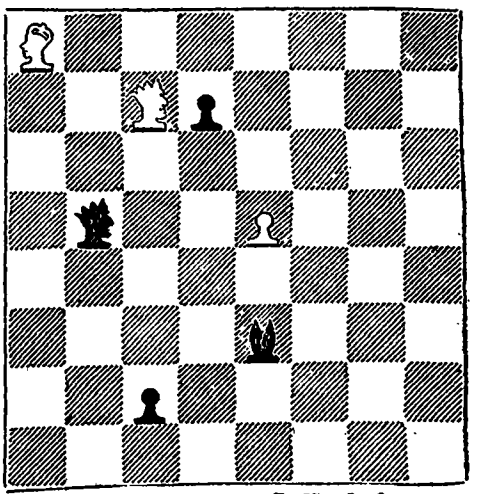
2. *W. Pawn to* 18. *B. Bishop to* 45.



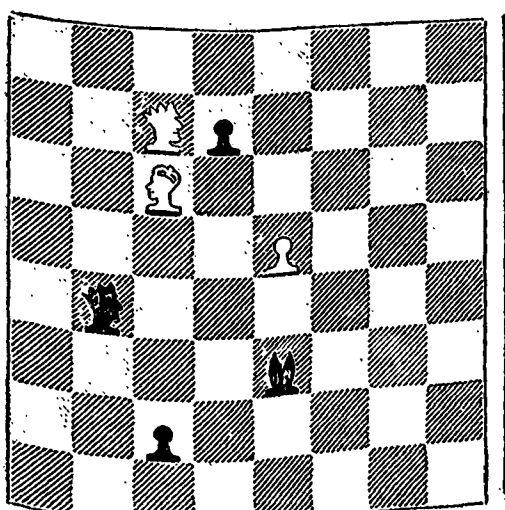
3. *W. Pawn to* 10. *B. King to* 9.



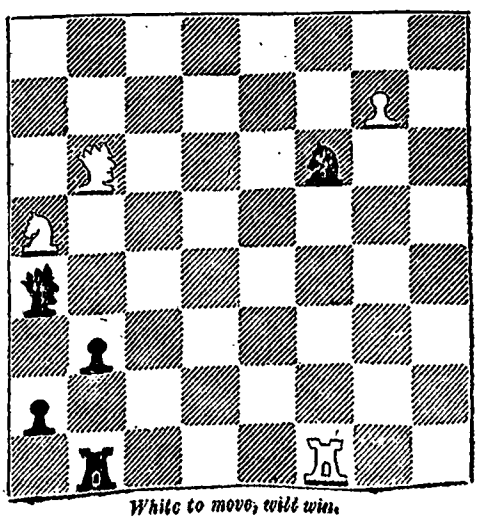
4. *W. Pawn to Queen.* *B. King to* 17.



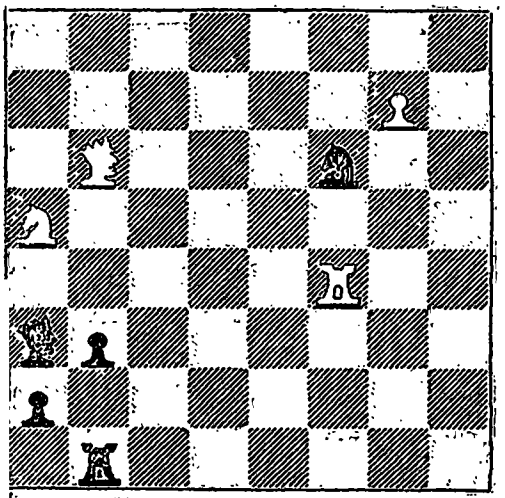
5. *W. Queen to* 1. *B. King to* 26.



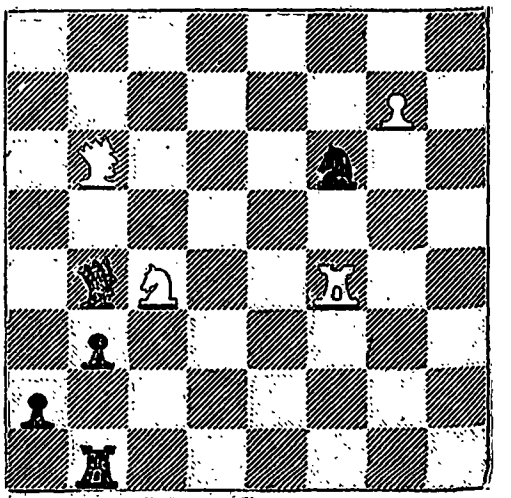
6. *W. Queen to* 19. *B. King to* 31, *when Queen takes Pawn, and will win.*



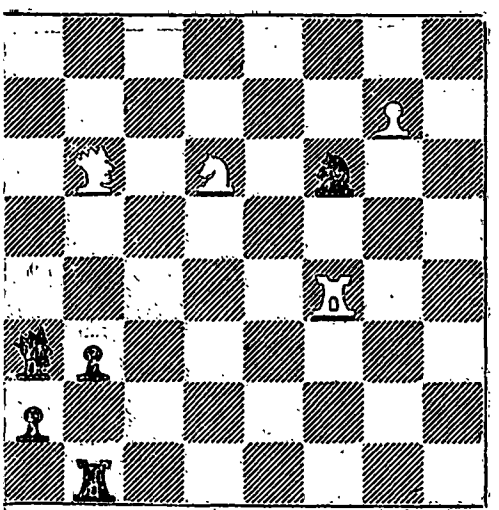
White to move, will win.



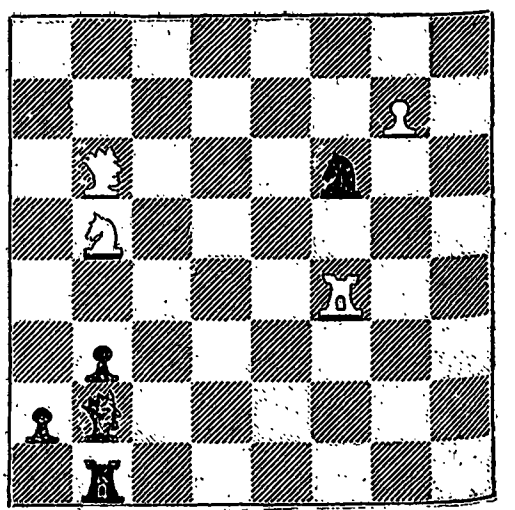
1. *W. Castle to 38. B. King to 41.*



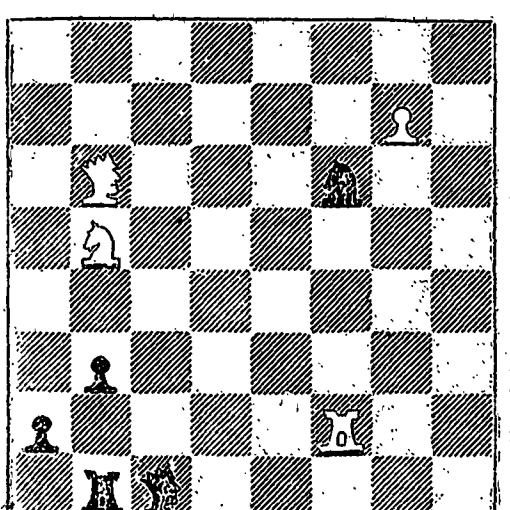
2. *W. Knight to 35. B. King to 34.*



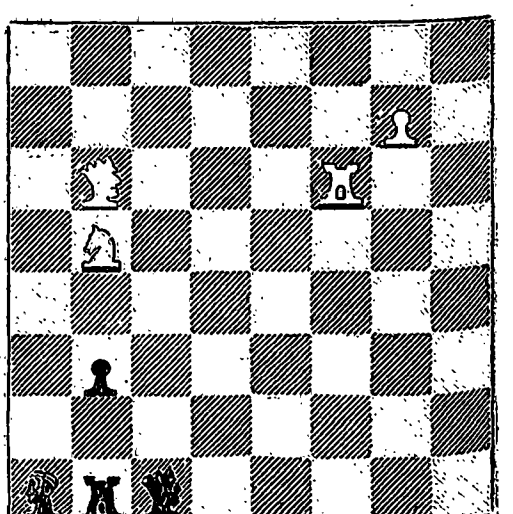
3. *W. Knight to 20. B. King to 41.*



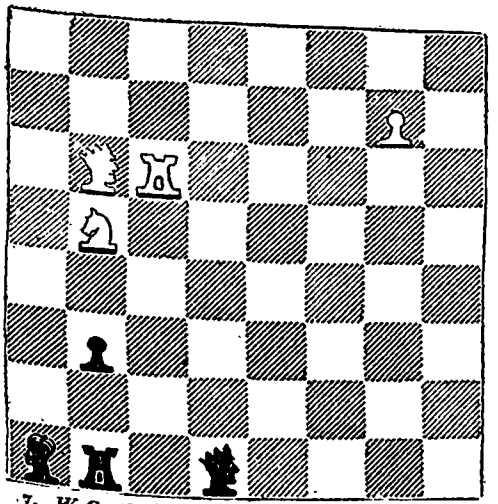
4. *W. Knight to 26. B. King to 50.*



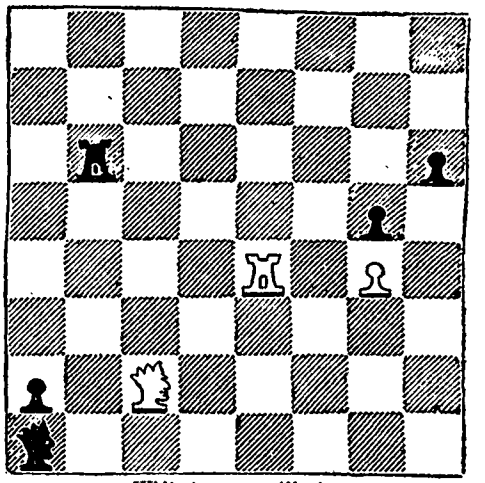
5. *W. Castle to 34. B. King to 59.*



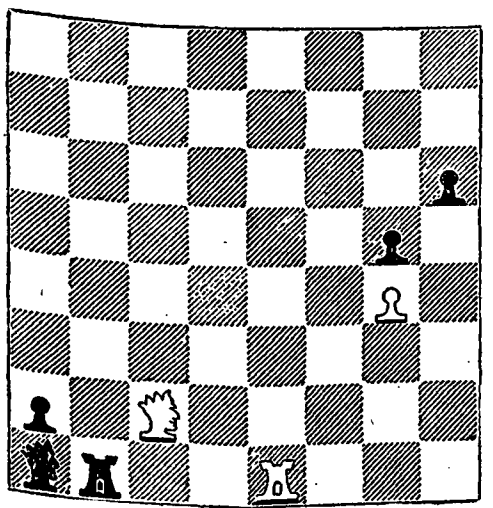
6. *W. Castle takes Knight. B. Pawn to Queen.*



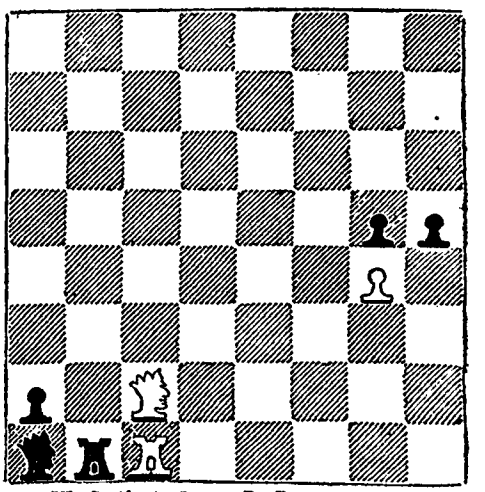
7. *W. Castle to* 19. *B. King to* 60, *when Pawn to Queen, and will win.*



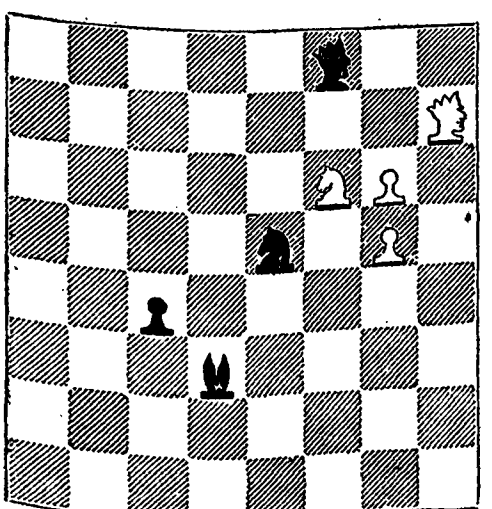
White to move, will win.



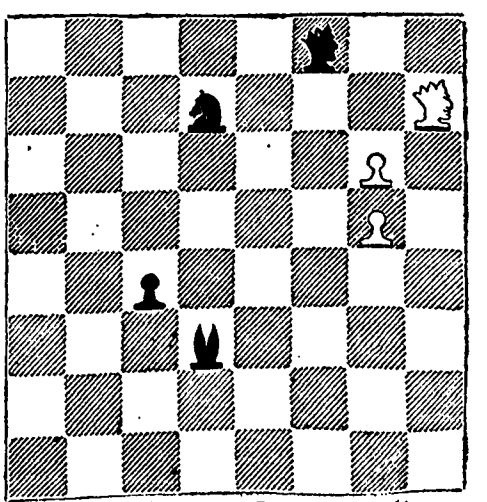
1. *W. Castle to* 61. *B. Castle to* 58.



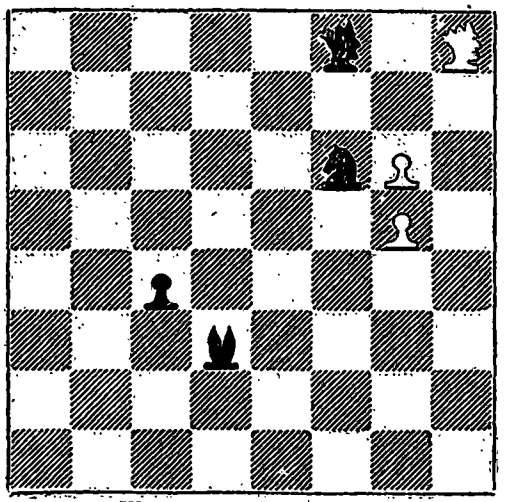
2. *W. Castle to* 59. *B. Pawn* 32, *when Pawn takes Pawn, and will win.*



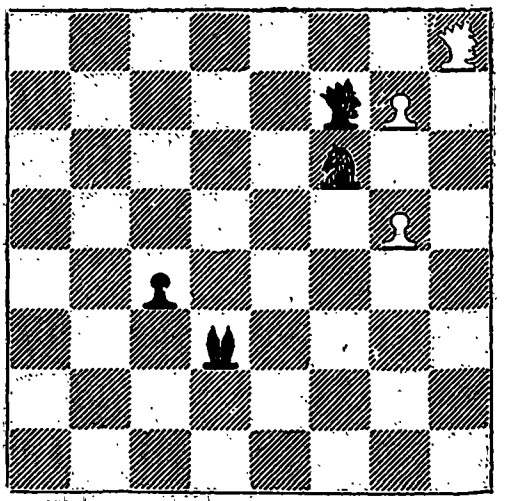
White to move, will obtain Stale mate.



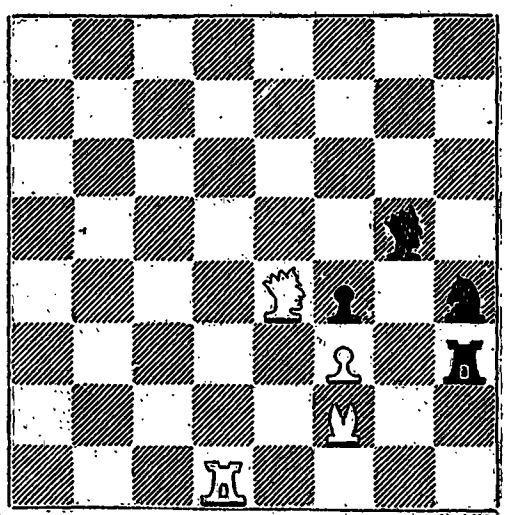
1. *W. Knight to* 12. *B. Knight takes him.*



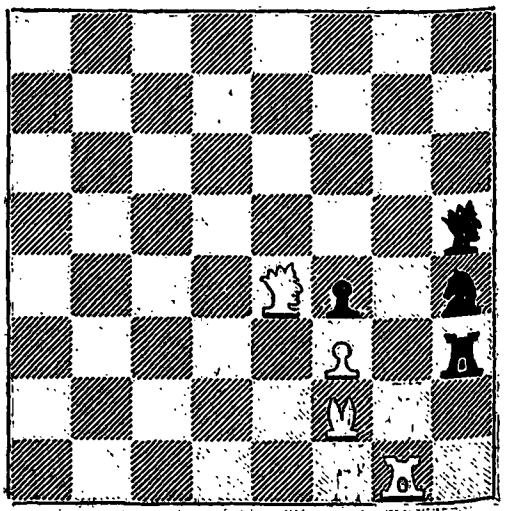
2. *W. King to 8. B. Knight to 22.*



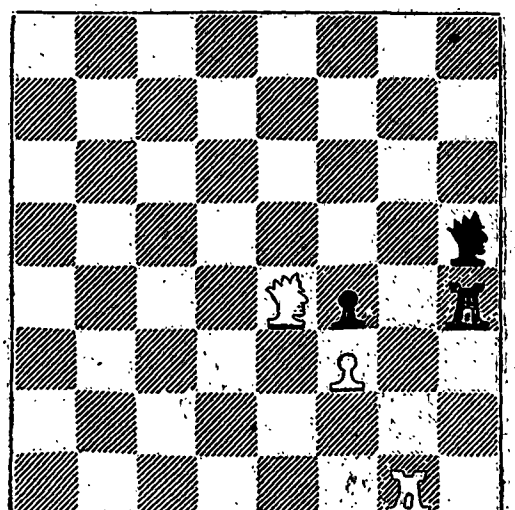
3. *W. Pawn to 15. B. King to 14, then Pawn to 22.*



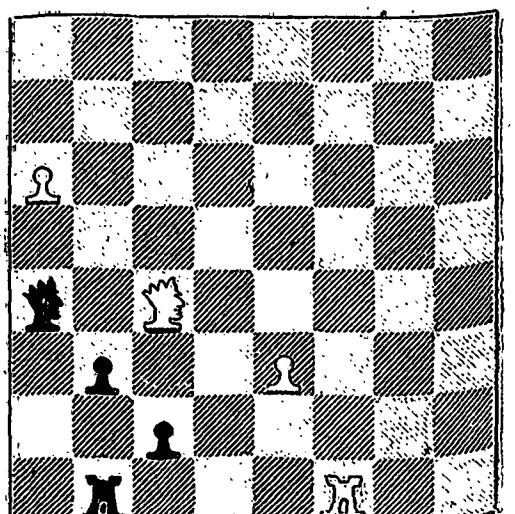
White to move, will win.



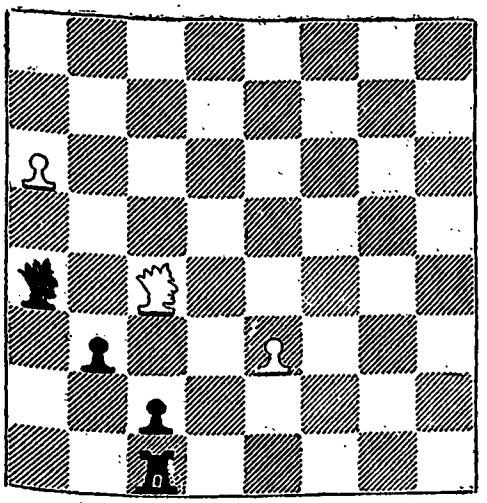
1. *W. Castle to 63. B. King to 32.*



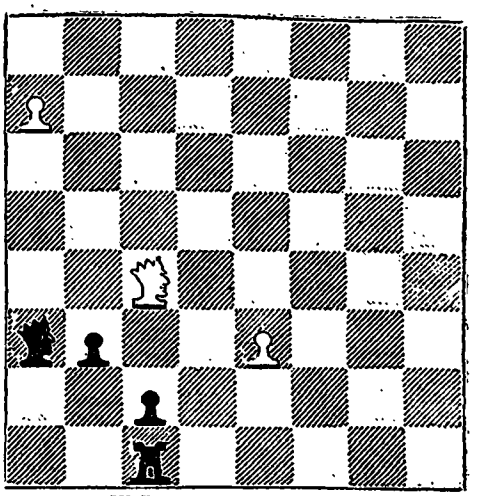
2. *W. Bishop takes Knight. B. Castle reprises, then Castle to 7.*



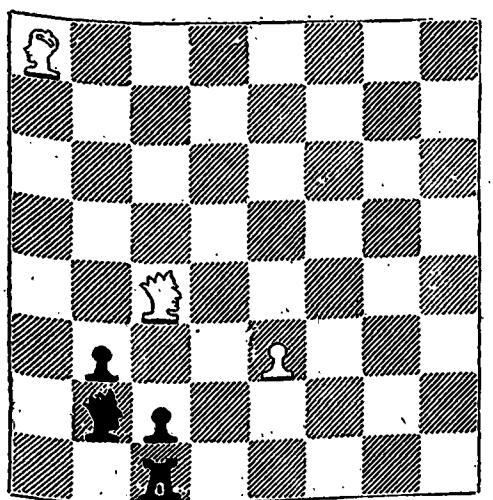
White to move, will win.



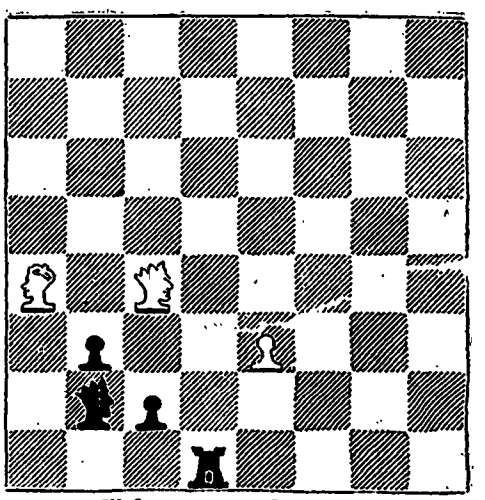
1. *W. Castle to* 59. *B. Castle takes it.*



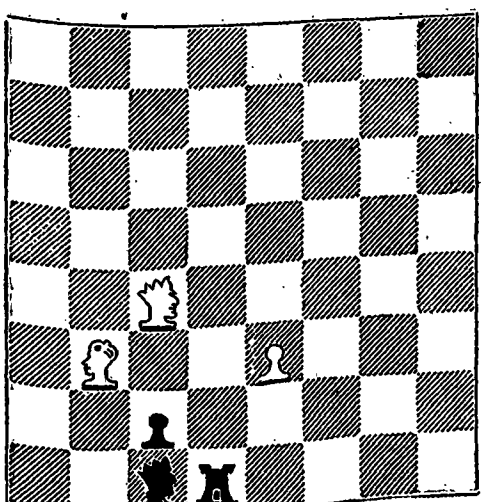
2. *W. Pawn to* 9. *B. King to* 41.



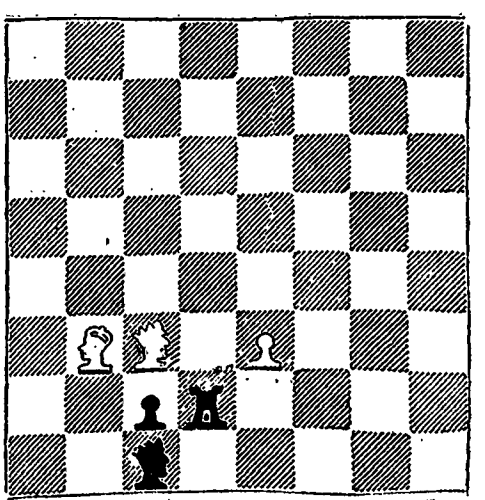
3. *W. Pawn to Queen.* *B. King to* 50.



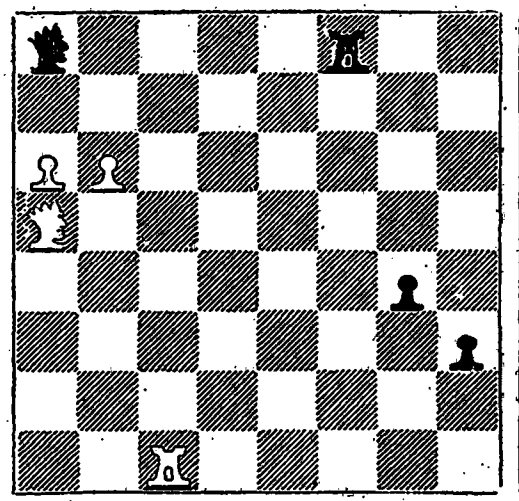
4. *W. Queen to* 33. *B. Castle to* 60.



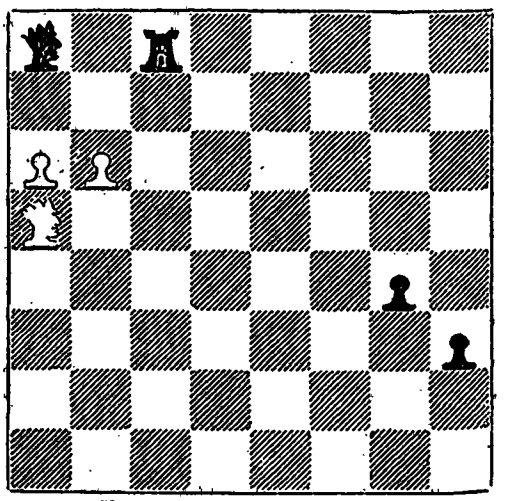
5. *W. Queen to* 42. *B. King to* 59.



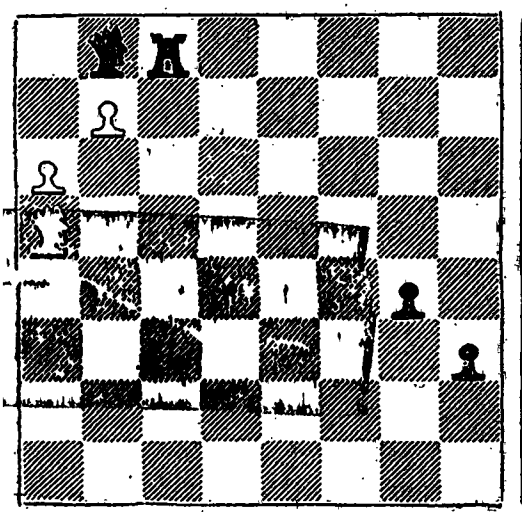
6. *W. King to* 43. *B. Castle to* 52. *When Pawn advances.*



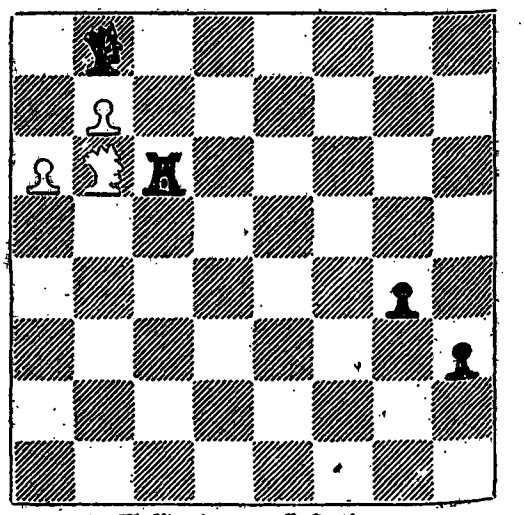
W. to move, will give Check-mate in 6 moves.



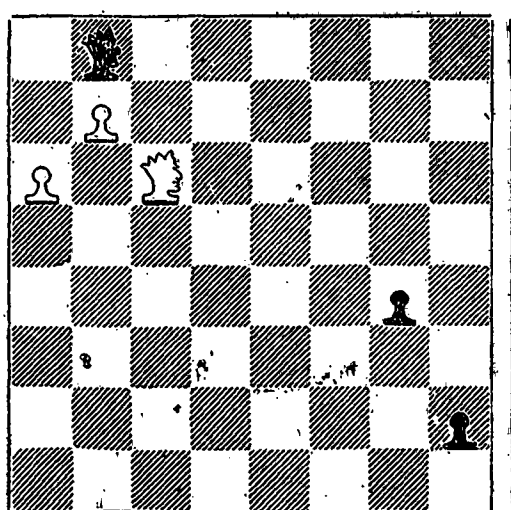
1. *W. Castle to 3. B. Castle takes it.*



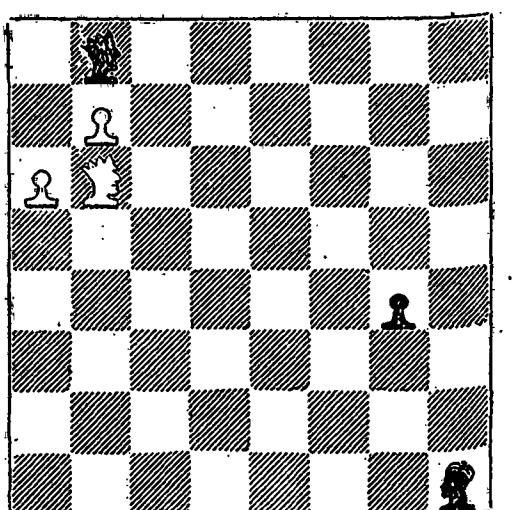
2. *W. Pawn to 10. B. King to 2.*



3. *W. King to 18. B. Castle to 19.*



4. *W. King takes Castle. B. Pawn to 56.*



5. *W. King to 18. B. Pawn to Queen, when Pawn will give Check-mate on 9.*

PHILIDOR'S NOTES

ON

PARTICULAR MOVES.

First Game, page 37.

White Move, 4. This Pawn is pushed 2 squares, to hinder the black King's Bishop from attacking your King's Bishop's Pawn, and to bring the strength of your Pawns into the centre of the Board.

W. 5. When you have two centre Pawns thus standing a-breast, you must take care not to push either of them before your adversary proposes to exchange, which you will then avoid, by pushing forward the attacked Pawn.

B. 5. If, instead of withdrawing, the black Bishop gives check, you cover with the Queen's Bishop; and if he exchange, you take his Bishop with your Knight, which will then defend your King's Pawn.

W. 7. The Knight ought not to be played at the Bishop's 3rd square, before the Bishop's Pawn has moved 2 squares, because the Knight hinders the motion of the Pawn.

W. 8. The Bishop retires, to avoid being attacked by the Queen's Pawn, because that would force you to take his Pawn with yours, and separate your Pawns.

B. 10. He plays this Pawn to give an opening to the Castle, and this cannot be prevented, whether you take his Pawn or not.

W. 11. You should not take the offered Pawn, because your King's Pawn would then lose its file; whereas, leaving yours to be taken, you supply its place with the Queen's Pawn, and sustain that afterwards with the K. Bishop's Pawn. These 2 Pawns united, will win the Game.

B. 11. He pursues his design of giving an opening to his Castle.

B. 12. He plays this Bishop to increase the security of his Queen's Pawn, and to enable him to push afterwards his Q. Bishop's Pawn: you could, it is true, oblige him to double a Pawn in the Knight's file, by taking his K. Bishop with your Q. Bishop; but this would make an opening to his King's Castle. Besides, a double Pawn, when connected with others, as his would be, may be manœuvred without disadvantage.

W. 13. Your King's Pawn being as yet in no danger, your Knight attacks his Bishop, in order to take him, or force him to remove.

W. 14. It is dangerous to let the adverse K. Bishop command the diagonal of your K. Bishop's Pawn; therefore, when your Queen's Pawn cannot intercept his action, it is necessary to oppose to him your Queen's Bishop, and to exchange at a suitable opportunity.

W. 15. The King is castled on his side, in order to sustain your King's

Bishop's Pawn, which you will advance two squares so soon as your King's Pawn is attacked.

B. 18. He is forced to push this Pawn, to hinder your Queen's Bishop's Pawn from attacking his Queen, which would give you two Pawns in a front line in his field.

W. 19. To enable you to push Knight's Pawn two squares.

B. 20. To prevent your Knight from entering his game, and forcing his Queen to remove, which would immediately make an opening for your Pawns.

W. 23. To enable you to push the Queen's Bishop's Pawn next, which will be then supported by the Castle, Bishop, and Knight.

B. 23. He thus prepares to cut off the communication between your Pieces, and break the strength of your Pawns, which he would do by pushing his King's Knight's Pawn; but you frustrate his design, by sacrificing your Castle in exchange.

W. 26. To sustain King's Pawn, which would be left without adequate support, were you to push King's Bishop's Pawn.

B. 27. The Queen returns, to prevent Check-mate.

B. 29. Offering to exchange Queens, to destroy the possibility of Check-mate, by your Bishop and Queen.

W. 32. When your Bishop runs upon white squares, you must put your Pawns upon black; or, if your Bishop runs upon black squares, then keep the Pawns upon white: by which method, the Bishop prevents the adversary's Pieces from intruding between your Pawns. This rule is hardly ever to be dispensed with, in case you attack, and have some Pawns advanced; but, in case of a defence, the rule must be reversed, and the Pawns set upon the Bishop's colour.

W. 34. Here is an illustration of the above Note: if your Bishop ran upon black ground, the adversary's King might insinuate between your two Pawns.

Second Game, page 56.

W. 3. This Pawn is advanced two squares, to prevent the adversary from bringing his Pawns into the centre of the Board; for any other move would allow him to push his Queen's Pawn on your Bishop, which would give him the move and the attack.

B. 3. Queen's Pawn is made to play two squares, in the first Back-Game or Variation.

B. 5. He thus prepares to push his Queen's Pawn, in order to make room for his King's Bishop; and he opposes his Queen's Bishop to your King's, according to the direction in the first game.

B. 8. If, instead of getting out his Pieces, by playing his Knight, he should continue to advance his Pawns, you might easily win the game. It is to be observed, that one or two Pawns far advanced on the opposite side, may be reckoned as lost, except when there is an open field for Pieces to support them, or when the same Pawns may be sustained by others. By the second Variation, it will convincingly appear, that two united Pawns upon the fourth rank, are better than two isolated, upon the sixth.

B. 10. He pushes this Pawn two squares, to prevent your Pawns from assailing his. Observe, if two equal bodies of Pawns are on the Board, you have three or four on the King's side, and he has a like superiority on the Queen's side, the player who is able first to separate his adversary's Pawns, especially if he break the larger division, will win the game.

W. 13. This move is material, because, by pushing his King's Castle's

Pawn a square, he would have cut off the communication between your Pawns; your Knight's Pawn unmoved, had been unable to join that of your Bishop, without being exposed to be taken by his Castle's Pawn.

W. 17. Notwithstanding the abstract disparity of a Castle and a Knight, this exchange is rather beneficial to you: his Knight has consumed four moves, your Castle not one, and your King but two. The menacing attitude of the Knight had been troublesome, and the security in which his removal places your King, will enable you to form an attack on whichever side the adversary may castle.

W. 18. It is essential thus to sustain the King's Knight's Pawn, lest he should sacrifice his Bishop for your two Pawns; and, as all the strength of your game consists in Pawns, the breaking of them would give him the attack, and probably the game.

W. 19. To induce the adversary to push his Queen's Bishop's Pawn, which would give you the victory very soon, by making an opening for your Knights.

B. 20. He castles on his Queen's side, to avoid your strongest division of Pawns, which present a menacing front, and are farther advanced than those on the left wing.

W. 22. Had you given check with this Knight, you would have entangled your Bishop, and lost many moves; it is, therefore, better to place the Knight so as to co-operate with the Pawns.

B. 23. In order to place the Queen, next move, at King's Bishop's square, to increase the support of Queen's Bishop's Pawn.

W. 26. To strengthen your attack on his Pawn.

B. 26. To gain a move, and to hinder your King's Knight from placing himself upon Queen's Knight's third. He plays, instead, King's Bishop's Pawn, in the third Variation of this game.

B. 27. His situation is, by any play, irretrievable; because your Knights have a free passage into his game.

B. 30. If his King takes your Queen's Bishop, you win his Queen by a discovered check; and if his King removes elsewhere, he will lose his Queen's Bishop.

W. 34. The Queen next takes Queen's Pawn; or, as the adversary may play, distresses his Pieces, and wins.

Third Game, page 69.

The tactics of this game are not quite regular, but the first moves of the white are very well calculated, especially when some odds are granted.

W. 3. It is advantageous to change your King's Bishop's Pawn for his King's Pawn, letting the adversary take; because, by that removal, your King's and Queen's Pawn may occupy the centre of the Board; besides, in castling on the King's side, your Castle acts upon a file already opened.

B. 5. Should the adversary refuse to take the Bishop's Pawn, you leave it exposed, and cautiously avoid to push it, unless he should castle in the opposite quarter; in which case, you play it forward, as in the second Back-Game or Variation. You are, in general, to decline showing hastily, whether you design to push your Pawns on your right or left before your adversary has castled; because he will otherwise retire on the side where your Pawns are less advanced, and less able to make an impression.

W. 7. Should he take your Knight, you must take his Bishop with your Pawn, to concentre your Pawns.

W. 8. This is the best square which your King's Bishop can occupy, except

the fourth of the Queen's Bishop's file: at the Queen's third he is prepared to attack the King's Castle's Pawn, in case the adversary castle on that side.

B. 10. He castles on the Queen's side in the third Variation of the present Game. Then you immediately castle on the King's, in order to assail him with all the Pawns opposite. As a retreat from a repelled attack can seldom be made without loss, you should forbear from engaging the adverse party closely, until your Pawns are sustained by one another, and the supporting Pawns by your Pieces. The proper form of attack by Pawns is shown by the whites, in the third Variation or Back-Game; and the progression of the black Pawns there, is an example of a premature assault.

B. 11. To make room for his King's Bishop's Pawn, designing, by its advance, to break your cordon of Pawns.

B. 12. If he had pushed King's Bishop's Pawn two squares, you should have taken these steps in the following order: have attacked his Queen with Queen's Bishop; next, have pushed King's Castle's Pawn upon his Bishop, to force him to take your Knight; then, have taken his Bishop with your Pawn, to increase the support of your King's Pawn, and replace it, if lost.

B. 13. If he refuse, the Bishop must remain imprisoned by your Pawn; or his Player must lose three moves, which would ruin his situation.

B. 16. Designing either to remove your Queen, or to double, if necessary, with the other Castle.

W. 16. To give a protected space to your Queen, should the adversary attack her with his King's Castle.

W. 18. It is to be observed, that when you have a diagonal chain of Pawns, that which, from position, ought to be the leader, must not be left in the rear. One project of the adversary was, to force you to commit your Pawns. Seeing your King's Pawn out of the oblique line formed by your other Pawns, he aimed, by pushing Queen's Bishop's Pawn, to induce your Queen to advance; first, that its progress might be blocked by his, while your King's Pawn was left behind; and, secondly, that your arrested Pawn might shield his King's Castle's Pawn from the action of your Bishop. Both these designs you defeat, by impelling King's Pawn against his Castle, and it is eligible to sacrifice it. Should he take it, an open file is obtained for your Queen's Pawn, which you will advance immediately, and sustain, in case of need, with others, ultimately to promote it, or employ it in some combination, that may lead to victory. It is true, that his Queen's Pawn passing, at the capture, into King's file, appears to have the same advantage of having no opposition from your Pawns to make a queen; however, there is a difference, because, his Pawn being isolated, will be in danger, all along its passage, of seizure by your Pieces.

W. 20. To stop his King's Pawn: in its confined state, it blocks the passage of its own Bishop and Knight.

B. 22. In order to give check: if he had pushed King's Castle's Pawn, to hinder the attack of your Knight, you must have advanced Queen's Pawn, which would have been a decisive stroke.

B. 24. This partial sacrifice saves his King's Castle's Pawn, and takes off your Bishop, which greatly incommoded him. His queen will afterwards restrict your capturing Castle.

W. 25. Having the advantage of a Castle against a Bishop towards the end of a game, you will gain by changing the Queen. His Queen would be troublesome to you, but he is forced to exchange, to avoid Check-mate.

W. 31. You must seize the open files, to bring the Castles into play, especially at the latter part of the game.

Supplement to first Back-Game or Variation.

W. 7. If you had sustained Queen's Pawn with that of Queen's Bishop, you would have lost the Game; but in this situation he cannot take your Pawn on King's file, without losing, in return, his on the same file.

B. 8. Had he covered the check with Queen's Bishop, you had taken his King's Knight with your Queen.

W. 9. If he takes this Pawn with King's Bishop's Pawn, you take his Queen's Knight, giving check; and, afterwards, win his King's Knight with your Queen.

B. 12. Had his Bishop taken the Pawn at his King's third, attacking your Queen, you must have taken his Queen with your Knight; and, after the reprisal on your Queen, your Knight would check his King and Bishop.

Fourth Game, page 87.

B. 2. Ill play of the adversary at this stage, because, by pushing your Queen's Pawn two squares, you regain the advantage of the move.

B. 4. If he had played King's Knight to King's 2nd, you should have advanced King's Pawn, sustaining it afterwards with King's Bishop's Pawn.

B. 5. If he had played Queen's Bishop to King's 3rd, you must have played King's Bishop to Queen's 3rd, and then the situation would have been the same as it is at the 6th move of the second Game. If he had attacked your Queen with Queen's Bishop's Pawn, as in the 1st Back-Game or Variation, he would have played very ill, because his Queen's Pawn would have been left behind.

W. 5. It is proper to decline changing your King's Pawn for black King's Bishop's, or your Queen's Pawn, for black Queen's Bishop's, on account of the great utility of the royal Pawns: occupying the centre, they preclude the adversary from the most advantageous posts.

B. 6. Had he taken your King's Pawn, you should have captured his Queen; by preventing him from castling, you had kept the attack: his Pawn could be taken afterwards. He plays Queen to her Bishop's 2nd, in the 2nd Variation of the present Game.

W. 11. When you have two bodies of Pawns, and an opportunity of transferring a Pawn from one to another, the Pawn should pass to the larger division to concentre them.

B. 14. Having no object for the power of his Queen as she stood, he removes her, to make room for his Pawns, designing to push them upon you.

W. 16. The advance of this Pawn obstructs the game, by lessening the facility of exchanging; but you can always make an opening with your King's Castle's Pawn, reserving it till your Pieces are ready to form the attack.

W. 17. You castle on the Queen's side, to have more freedom in attacking on your right. To have taken the Pawn would have united in the centre the adversary's Pawns, and impeded the operation of your Pieces.

W. 19. Had your Queen's Bishop taken the Knight, you had united in the centre the adversary's Pawns.

B. 21. He plays this Bishop to fill the place of his King's Knight's Pawn, in case it be taken.

B. 22. To force the Knight that covers your King, seeing no better move; for by taking your Pawn, he would equally lose.

B. 24. If he takes the Pawn with his Bishop, he also loses.

The Supplementary Variation, page 99, proves that it is disadvantageous to play the Queen's Bishop's Pawn on the second move.

First Opening Game, page 100.

W. 2. This is the best place the King's Bishop can occupy in the opening of a game; here he batters the adverse King's Bishop's Pawn, against which, the first attacks are generally formed.

B. 2. The black being able to play different ways, we make different Games of it. (*See* 2nd, 3rd, 4th, and 5th Games.)

B. 3. He prevents you from establishing two Pawns a-breast, and occupying the centre. To prevent that, the black has another way of playing, shown in the 1st Variation, and Supplement to the 1st Variation.

W. 4. If you had moved this Knight to King's 2nd square, you would have lost; exemplified in the 2nd Variation.

B. 4. He would have weakened his position, had he taken your Pawn with his Bishop, as the 3rd Variation evinces.

B. 5. Had he attacked your King's Bishop's Pawn with his Knight, it would have given you time to establish your Pawns in the centre; the result is seen in the 4th Variation.

W. 6. If you push this Pawn two squares, as in the 5th Variation, you occupy the centre only for a moment.

B. 6. If he had played his Queen's Bishop to your King's Knight's 4th square, you must equally have advanced King's Castle's Pawn. To let a superior Piece remain under the masked attack of the adverse Bishop, confines two Pieces.

B. 7. The Pawns have been played on both sides, to prevent the Bishops from confining the Knights.

W. 8. When the Queen's Pawn cannot be interposed to the action of the adverse King's Bishop upon your King's Bishop's Pawn, keep your Queen's Bishop prepared to offer an exchange; because that is the only Piece which can effectually oppose the King's Bishop.

B. 8. If he had moved back, he would have lost a turn: when you exchange Pieces, it is an advantage to take first.

B. 10. An additional service now results from playing your King's Castle's Pawn at the 7th move, for he might else attack you with his King's Knight, and afterwards play his King's Bishop's Pawn, to bring the Knight again into action.

The game is equal; the white has only what he set out with, the move; he who can first bring his King's Bishop's Pawn into play, by pushing it two squares, without making any sacrifice, or deranging his pieces, will have the superiority of situation.

First Variation.

B. 3. Aiming to hinder you from pushing Queen's Pawn two squares. If he plays Queen's Bishop's Pawn, your next moves might equally take place.

B. 4. In the Supplement, in lieu of this move, the King's Bishop is moved to Queen's Knight's 3rd.

B. 5. If he refuses your Bishop, you must take his King's Knight, and push your Queen's Knight's Pawn 2 squares, attacking his Bishop, and, afterwards, push the same Pawn upon his Knight, to win the Pawn with your Queen's Bishop's Pawn, instead of changing Pawns.

Supplement to first Variation.

W. 8. If he withdraw the assailed Knight, you can establish your Pawns in the centre.

B. 8. He here obstructs your King's Bishop, and gains time to place his Knight in an eligible position.

B. 10. In order that he may play his Queen's Bishop to his King's 3rd square, without disturbance from your Pawn.

The black Pieces have as good a game as the white: there is, indeed, a Pawn passed, and sustained on the side of the white; but this advantage is counter-balanced by the imposing attitude of the black King's Knight, who cannot be dislodged but by changing Piece for Piece; and in that case, the Pawns of the black would unite in the centre, giving equally to them a passed Pawn.

Second Variation.

W. 4. If this move did not cost you a Pawn, it would undoubtedly be the most politic, as it is the most convenient place for the Knight; because here he does not obstruct the passage of the Pawns.

Black must win, having the advantage of a Pawn, added to a good situation.

Third Variation.

B. 4. This, by forcing your King to move, disables him from castling; but there is no disadvantage involved in not castling when your Pieces can easily get out; very often, it is better so, provided your King be safe.

The white player has the advantage, his Pieces brought out to better effect, and two Pawns in the centre.

Fourth Variation.

W. 8. If he take this Knight with his Bishop, the change will bring your Pawns into the centre.

B. 8. You might push King's Pawn on his Knight, and get two moves by so doing; but this Pawn once pushed, the adversary would offer twice to change it, by playing Queen's Pawn a square, and King's Bishop's Pawn a square; your Pawn would then be, and must remain alone; it is, therefore, better to leave your two Pawns a-breast, to avoid opening your game. In marching his Knight, and retrograding, he has uselessly consumed two moves.

B. 9. To attack your King's Pawn with his Castle: you must, therefore, castle, to sustain the Pawn with the counter-castle.

It is evident that the white player has the better game, having the advantage of three moves more than the black, and the centre Pawns tactically advanced: nothing remains on the side of the white, but to remove the obstruction to the motion of the King's Bishop's Pawn as soon as possible; that will decide the game against the black.

Fifth Variation.

This Game is equal; your central Pawns must be broken: this mode of play may be ventured with an antagonist to whom you give some odds: by opening the game, you frequently make a more speedy impression on a less skilful antagonist.

Second Opening Game, page 107.

W. 4. Though stationing the Pieces before the Pawns must not be lightly done, it was necessary, in this case, to keep the advantage of the move. You might, however, push King's Bishop's Pawn two squares: such a game, though it embarks in danger, is calculated to disconcert a mere observer of routine, to whom some advantage is given.

W. 5. If, instead, he plays Queen's Bishop to your King's Knight's 4th,

play your Queen to her Knight's 3rd, which will give you the game; but should he play the same Bishop to his King's 3rd, exchange, and then play Queen to Knight's 3rd.

B. 6. If he had not opened a diagonal square, his King's Bishop must have been forced by your Pawns.

B. 7. Had he played this Bishop to your King's Knight's 4th, you must have pushed Queen's Pawn; and if he then take your King's Knight, you reprise with Knight's Pawn, the better to bring your Castles into play, as they have an approach to the Pawns that cover the adverse King.

W. 9. Your Queen attacks two Pawns, which the adversary can only sustain, by placing his Queen at her Bishop's square: this situation may take place in the first moves of a game, and frequently the adversary cannot support both Pawns.

B. 11. If he had played his Bishop to your Queen's Knight's 4th, you must have sustained your King's Pawn with the Queen.

W. 14. You thus force the Knight to retreat, or to take, which is better than to suffer him to hover over the Pieces, to make a capture at his own convenience.

B. 15. To hinder your Knight from attacking his King's Pawn, in which case he would be forced to defend it with his Castle, which would afford you time to double your Castles on King's Bishop's file. It is proper to observe, that in almost every case, whoever commands an opening with doubled Castles must have the advantage; it is, therefore, a maxim not to yield easily their passes.

So situated, the white must have chiefly in view to oblige the adversary to push his King's Pawn a square, so that he may place a Knight, sustained by two Pawns, at the 4th square of the adverse King's Bishop, which ought to decide the game in his favour. The black will, in opposition, prepare to double the two Castles, and bring Queen's Bishop's Pawn into play, pushing it two squares.

Third Opening Game, page 110.

B. 2. He prepares to push Queen's Pawn two squares, in order to intercept the action of your Bishop, occupy the centre with his Pawns, and recover the advantage of the move.

B. 3. He might, according to his first design, have pushed Queen's Pawn two squares; tried in the first Variation of this Game.

B. 4. If he had played King's Knight to his Bishop's 3rd, you must have attacked the Knight with King's Pawn, by which play you would have won many moves.

B. 5. If, instead, he had advanced King's Bishop's Pawn two squares, you must have pushed your King's Pawn.

B. 7. In order to break your Pawns in the centre, or establish his Pawns strongly on the Queen's side, he would have played wrong had he pushed Queen's Bishop's Pawn upon your Queen, as appears by the second Variation.

B. 8. It were improper for the adversary to take with King's Bishop's Pawn, because his pieces would be confined, and their range of action less extensive than yours.

W. 10. It would be useless to give check with the Queen, and without a sufficient object, she ought not to quit the four centre files in the centre; she should stand behind the principal Pawns, especially at the beginning of a game.

B. 11. It were bad play to push his Queen's Bishop's Pawn, which he does in the 3rd Variation. When a player has a cordon of Pawns, it is material to push the leading one.

W. 13. Indispensable to prevent him from pushing his Queen's Bishop's Pawn, which would bring two of his Pawns a-breast upon your ground, besides liberating his Bishop.

B. 13. Had he pushed Queen's Knight's Pawn two squares, you had won a Pawn by attacking his Queen with Queen's Knight.

First Variation.

W. 5. If you had removed this Bishop to Queen's 3rd, you had lost both the move and the advantage of situation; because he would make himself master of the centre, by pushing King's Pawn.

B. 8. If he had sustained this Knight by any other Piece, he would have been forced by your playing King's Bishop's Pawn.

In this stage, you have two distinct objects to aim at; either if the counter-play permit, to dispose your Pieces for combining with Queen's Bishop, whose range annoys the adverse King; or to attack Queen's Pawn, which being isolated, can only be sustained by Pieces. It is advantageous to attack a separated Pawn, as it either confines the adverse Pieces in supporting it, or compels the Pawn to advance in distress. The first Back-Game or Variation of the second Regular Game pursues this position.

Second Variation.

B. 7. This allows you to lay a foundation for victory. Give him no opportunity of pushing Queen's Pawn; if you block that, his King's Bishop must remain imprisoned, and your Pieces will command more of the field than his.

W. 10. This move is essential; he would else attack your Queen with Queen's Knight, by which he would obtain liberty to push Queen's Pawn, and disengage his Pieces.

W. 12. If, without this prelude, you had seated Queen's Bishop at King's 3rd, he would have played King's Knight to your 4th, in order to take your Bishop, and liberate that of his King. It is convenient to preserve a Bishop of the same diagonal, to counteract adverse King's Bishop.

B. 12. To exchange this Knight for your Bishop.

W. 15. None of the attacks of the adversary are dangerous, because they do not break your centre, and you may dislodge the Knight whenever you please: this proves that effective attacks are only to be made by the co-operation of several Pieces. The defence must be negligent when attacks succeed with one or two.

B. 15. To hinder your Queen's Knight from attacking his Queen's Pawn.

B. 18. Instead of removing his Knight, he might have sustained him, by playing his Queen to her Knight's 3rd; then you would have pushed King's Knight's Pawn.

From this situation, you proceed by a certain path to win; but it will depend on preventing his Queen's Pawn from advancing, and on not hastily pushing the Pawns on the right, till the King is ready to sustain them.

Third Variation.

W. 13. If he take your Knight, his Pawn must fall into your hands; because it cannot be sustained by any other Pawn, while you may attack it with all your Pieces.

B. 14. He plays this Knight to get rid of your Bishop; and, afterwards, prepare a point of support for his King's Bishop on the diagonal of your King and Queen, which would prove very dangerous.

W. 15. Compelling him either to sustain his Queen's Pawn, or to take your Knight.

W. 17. It might seem that you could take his Queen's Pawn with your Knight, and afterwards play Queen to your King's 4th, to force his Knight; but he would then disengage his Queen by giving check; so that this move is previously necessary.

B. 17. Having no other support for his Queen's Pawn, he is forced to take your Knight to preserve it.

In this situation, the first player must win; the remaining measures being to hinder the adverse Queen's Pawn from coming into play, and to sustain the centre Pawns, not advancing them too hastily.

Fourth Opening Game, page 118.

W. 4. You might push this Pawn only one square; then your situation might come at the 5th move, to coincide either with the first or fifth Opening Game, according to the counter-play.

W. 5. Instead of reprising immediately, you might push King's Pawn one square, as in the Variation, which would not be amiss against a player to whom some advantage is given.

B. 6. To withdraw this Bishop to Queen's Knight's 3rd, would permit you to establish your Pawns in the centre.

This position, which is a losing one, is tried in the first Game.

B. 7. Had he not played this, he would have given you time for securing the possession of the centre.

W. 9. To check with your Queen at King's 2nd, would only enable the adversary to bring out his Queen's Bishop; besides, the King and Queen are, generally, not to be placed on an open file.

B. 11. Either to remove your King's Bishop, or to get out his Queen's Bishop.

W. 14. To break the chain of Pawns which cover his King.

W. 15. Seeing he has no Pawn in reserve, to bear upon his King's 4th square, you prepare to put one of your Knights there; whence he cannot be removed, but by an exchange with a Piece, which will unite your Pawns in the centre.

B. 16. He will not concentre your Pawns by changing Knights.

W. 18. To exclude his Knight from your King's 3rd.

At first view, the white seem to have a better game, on account of the place where the Queen's Knight stands; however, such an advantage, unaccompanied by any other, is not decisive: the black must not take the Knight before he has displaced one of the Pawns that sustain the Knight, which may be done as soon as Queen's Bishop's Pawn be sufficiently supported, by exchanging it with the white Queen's Pawn, and then both games will be even.

Variation.

B. 5. Had he withdrawn his Knight, that move alone would have given you the game.

W. 7. You might interpose Queen's Knight at Bishop's 3rd; and if he then played King's Knight to your King's 4th, you would not be without means of sustaining your centre.

B. 8. Had he pushed this Pawn two squares, your centre would have been safe.

W. 9. If you play King's Bishop's Pawn two squares, he equally breaks your Pawns, by pushing Queen's Bishop's Pawn two squares.

The black has succeeded in breaking the white central Pawns. This example shows how dangerous it is, when two Pawns stand a-breast in the centre, to advance one, before the adversary offers to exchange. You should wait the offer, and then the Pawn may be pushed safely. If, even after you had assailed the Knight with your Pawn, he had advanced his Queen's or King's Bishop's Pawn two squares, your centre would have remained safe.

Fifth Opening Game, page 122.

B. 3. In the Variation, he plays Queen to your King's Castle's 4th.

W. 4. He forces out your King's Knight before your Pawn; but after repelling the attack, you may bring the Pawn into play. You might, for the Knight, have substituted the Queen; but she is better at her home, because she can support Queen's Pawn in attacking his Bishop.

B. 4. To hinder you from pushing Queen's Pawn two squares; nevertheless, this move may be ventured, as is illustrated in another game.

W. 5. It is not, commonly, advantageous to push this Pawn on the Bishop, as the Knight's Pawn, thus advanced, lays open the Castle, and when Queen's Bishop's Pawn is exchanged, is left without support: such a step must be taken cautiously.

B. 6. If he had played this Pawn two squares, you must have pushed your's upon his Knight, according to the rule already prescribed, always to advance the attacked Pawn.

B. 9. Not being able to turn your King's Bishop's action with his Pawns, he interposes his Queen's Bishop.

B. 11. To take with the Pawn were not bad play.

B. 12. Had he castled on Queen's side, he would have yielded to you, at once, the advantage of situation.

W. 16. Had you not taken this Pawn, he would have impelled it next move on your Bishop, have dislodged him, and obtained an easy attack on your King's wing with his Pawn.

The first object of the white must be, to change King's Bishop's Pawn with adverse King's Pawn, and that will make his advantage conspicuous.

Variation.

W. 6. King's Knight might be played to Bishop's 3rd.

B. 6. If, instead of his Queen retreating, his Bishop takes King's Bishop's Pawn, checking, you take his Bishop with the Queen, and you will gain a Piece.

W. 7. The Castle's 3rd is not, commonly, a good place for the Knight, but this defence is compelled.

B. 8. Had he withdrawn his Knight, you must have played your's at Bishop's 2nd, and, next move, have played Queen's Bishop to King's 3rd, to take off the adverse Bishop.

Sixth Opening Game, page 126.

B. 1. This way of playing against the move, is entirely defensive, and, therefore, not to be adopted if any advantage is granted; but commencing on equal terms, it is a good experiment on the strength of an adversary, with whose skill you are unacquainted.

W. 3. Had you not brought out the Knight, he had forced you to play the Gambit, by pushing King's Pawn two squares, and you could not take without a check from his Queen. He must then win, if he played afterwards correctly.

W. 4. You might push Queen's Pawn two squares, to change it with his Queen's Bishop's Pawn; and this course would not be amiss, otherwise than by bringing his King's Bishop to his Queen's Bishop's 4th, where he would greatly annoy your Pieces; for though you have Queen's Bishop to oppose him, a point of support must first be provided.

B. 5. He might play Queen's Pawn one square; in that case, you exchange Pawns, to hinder him from placing his Pieces on the Queen's side, correspondently to your's on the King's.

B. 6. It were bad play in him to take your Pawn, as that would clear the way for your Queen's Knight; so it were wrong for you to take, as that would give a commanding post to his King's Bishop.

B. 7. Attacking Queen's Knight's Pawn, to induce you to push it; but it is better to sustain it, for if he remove, he may, by pushing Queen's Castle's Pawn two squares, form a successful attack on that wing.

B. 8. Had he attacked Queen's Bishop with his Knight, you must not have suffered him to exchange, but have withdrawn your Bishop, and forced his Knight to retreat afterwards.

W. 9. As Queen's Knight cannot move, without exposing you to have a Pawn doubled, or your Queen forced, you must take off his King's Bishop.

W. 11. In a course to co-operate with King's Knight at Queen's 4th. In general, it is essential to keep a free communication between the Knights, as it is desirable to post them on squares, where they can neither be attacked by Pawns, nor forced by Pieces to retreat.

B. 11. To break your centre, in case your Pawn takes.

B. 12. To make an opening for his King's Castle; and were he allowed to push this Pawn another square, he would force, and break the rear of your cordon of Pawns.

B. 13. As your King's Knight, sustained by two Pawns, may safely place himself at adversary's 4th; so your adversary takes your Pawn, to prepare a similar station.

B. 14. To secure the command of a file. Here is a juncture at which a Castle may well be sacrificed for another Piece. Supposing you not to close this line with your Knight, he would play his Castle to your Knight's 4th, where, supported by two Pawns, it could not be taken without uniting his Pawns.

B. 15. To pass to as good a place as your Knight occupies.

W. 17. By this move, you intercept the action of his Queen, and your two Knights combined, attack his King's Pawn.

W. 19. It would be dangerous to castle on your left, because the adversary might form an easy attack upon your King; besides, your King must occupy his Knight's 3rd, in order to restrain adverse King's Knight, and sustain your Pawns.

W. 20. To prevent him from making himself master of that file, by changing Knights, which would give him the game. The Castles are never to yield the openings.

The Game is even, except that the Pawn advanced on adverse section may be said to give white some little advantage.

The Salvio Gambit, page 129.

Doctor Salvio, in his Treatise, printed at Naples in the year 1723, lays down this defence of the Gambit, but without examining thoroughly any combination: the great number of moves which arise and succeed each other every instant in this Game, very possibly may have pre-

vented him from analysing and calculating the matter.

W. 7. This move may be varied, but only three other courses are worth examination: the best next to the above, is to play out King's Knight, as in the second Game. To take the Pawn with the Bishop, checking, as in the first Variation, leads to an inferior position. Queen's Pawn two squares, as in the Supplement to that Variation, is still more objectionable.

B. 7. If, instead of exchanging Queen's, he push King's Knight's Pawn with the Bishop, checking, and then play King's Knight to King's Bishop's third.

B. 9. If he retire to Queen's square, you draw back King's Bishop, to give check with the Knight, or make him lose a turn.

W. 10. You must either win a Pawn, or force the change of his King's Castle for your Knight.

B. 10. If, at this stage, he push Queen's Pawn one square, your Knight attacks his Castle, and then takes Queen's Pawn, exposing his Castle to your Bishop.

W. 12. It were bad play to attack his Castle with your Knight, who, cut off from retreat, would at length be forced.

B. 12. No longer able to sustain this Pawn, he pushes it; you must readily take it, because his reprising Pawn, left separate, will eventually be lost.

The white Queen's Castle must check, and take off the opposite Castle. The first player will have the better position: the offer to exchange Queens at the 7th move has foiled the ingenious defence. This preparation to meet the Gambit carries a spear as well as a shield, and is extremely adapted to take the attack out of the hands of the assailant; yet, after so much promise, it will fail to sustain a perfectly equal game, if the first player be armed by instruction and exercise, against the trains of stratagem springing from it. When the defence receives a Piece, Salvio's counter-move becomes highly eligible, as the giver of that odds cannot propose the exchange of Queens.

First Variation.

B. 7. Salvio here directs the King's removal to Queen's square; but after the most exact calculations, I think it better to play the King to his second square, as exemplified in the second Variation.

W. 8. To avoid the loss of a Piece by his pushing Queen's Pawn on Knight. In another Variation, this Bishop is moved to Queen's Bishop's 4th.

B. 8. If, instead, he take King's Pawn with his Knight, you play Queen to King's square, offering an exchange, which destroys his attack. Or should he play his King's Knight to King's Castle's 4th, you take King's Knight's Pawn with the Queen, permitting him to give a divergent check: then, by taking his Knight with your Pawn, although his Queen can take your Castle, your situation, from being embarrassing, will prove advantageous.

W. 9. An incommodious retreat for your Knight; but had you attacked his Castle, your Piece would have been forced. It is the 7th counter-move, adverse King to his 2nd square, that has made your situation so perplexing.

B. 10. If, instead, he give check with his Knight, you win a Piece, by removing your King. Or if he exchange Queens, that puts an end to his attack: you would reprise with the Knight, to liberate Queen's Pawn.

W. 11. To support the Castle, if an opportunity to take his Pawn, without risk, should offer.

B. 11. This is done, that if your

take his, he may give check, and speedily win.

W. 15. It is advisable to push this Pawn, and not to take, which would establish his Knight on your field.

W. 16. You prepare for bringing out the Pieces of this wing, without placing Queen's Knight at Bishop's 3rd.

Though, after the 17th move, the black Pieces have the best position, the game is not irrecoverably lost, for the white has still some chance of succeeding in placing his Pawns in the centre.

Second Variation.

B. 7. Had he taken your King's Pawn, you must have played Queen to King's second.

Third Variation.

B. 7. This does not compel you to withdraw the Bishop, as in the first Variation; so that, remaining in advance, he can hinder adverse King's Knight from vaulting to his King's Castle's fourth, where his presence was found dangerous.

W. 8. Had you withdrawn King's Bishop to attack his King and Castle with your Knight, he would have played King's Knight to King's Castle's fourth, sacrificing his Castle to win the game.

B. 8. He might have forced your Knight to retreat, by pushing Queen's Pawn upon him, or he might have taken your King's Pawn with his Knight: in the latter case, you offer an exchange of Queens, by playing yours to King's square.

W. 9. Had you taken his Pawn, you had won the game.

W. 12. If you had moved to Bishop's second, black would have won the game, by giving check with King's Knight's Pawn, and, next move, check with King's Knight's.

W. 13. This forces his Queen to retreat, and allows time to repel the counter attack. If you could exchange Queens, your condition were the better, for your Pawns not only stand in the centre, but are farther advanced than his.

Fourth Variation.

B. 8. If, instead, he play Queen's Knight to Bishop's third, you exchange Knights, and sustain King's Pawn with the Queen's.

W. 9. Thus you will sacrifice the Knight and Bishop for two Pawns and a Castle.

W. 13. A requisite move before you take the Gambit Pawn, because he would else sacrifice his Knight for King's Pawn, and afterwards take Queen's Knight's Pawn with his Bishop.

B. 13. He could not have sustained the Gambit Pawn for more than two or three moves.

In this situation it is better to advance the King under the Pawns, than to castle, and you will then have a better game than your adversary.

Fifth Variation.

W. 7. If you take King's Bishop's Pawn with your Knight, he can by pushing Queen's Pawn two squares, gain two Pieces for his King's Castle.

B. 7. Had he brought out Queen's Knight to Bishop's third, you must have exchanged Knight, and then offered Queen for Queen at King's square.

W. 8. Had your Knight taken King's Bishop's Pawn, he would have

left his Castle exposed, playing King's Knight to Castle's fourth, a prelude to a double attack on your King and Castle, which would disconcert you.

W. 9. Had you taken the Gambit Pawn, he would, by reprising with Knight's Pawn, have opened the diagonal for his Queen's Bishop; exposing you to have the Queen forced, or receive Check-mate.

B. 12. To prevent his Queen being forced. Should he castle, or otherwise vary his play, you propose Queen for Queen, at King's Bishop's square.

B. 14. To liberate his Castle's Pawn; else by pushing King's Castle's Pawn, you had broken all his Pawns.

Each player must bring out his Pieces as soon as possible; but white must persist in not taking King's Knight's Pawn, and though black has a Pawn more, the situation of white will then be preferable.

Sixth Variation.

B. 8. If, instead, he take King's Pawn with his Knight, you play Queen to King's second, letting him give double check, that, sacrificing your Castle for the Knight, you may win the game. Or, if his Knight vault to King's Castle's fourth, you play King to Queen's square.

King's First Gambit, page 140.

In the attack by Gambit from the King's side, the King's Bishop is a Cardinal Piece, coming into most of the combinations; and the King's Pawn the best Pawn.

B. 4. Instead of playing this Bishop, he moves King's Knight's Pawn in the second Variation. It is very material to compare the two methods of defence.

W. 5. This compels him to support King's Knight's Pawn with that of his Castle; by drawing out his Castle's Pawn, you confine his King's Knight, which cannot move without intercepting the Queen's defence of the attacked Pawn.

B. 5. Were he to play King's Bishop's Pawn a square, you sacrifice the King's Knight to check with the Queen, which insures you the game. In the 3rd Variation, King's Knight's Pawn one square.

B. 6. In the fourth Variation, King's Bishop's Pawn a square.

B. 7. In the fifth Variation, Queen's Bishop to adverse King's Knight's 4th. In the sixth, Queen's Bishop to King's 3rd.

B. 8. He may, at length, safely play his Bishop on this square; as your Queen now cannot double with your King's Bishop, bearing on two of his Pawns. If he had played Queen's Bishop to King's third, he would have lost, as in the 7th Variation.

W. 9. It is material in the attack of Gambits, not to spare your Pawns on the King's side, and even to sacrifice them all, if requisite, though merely for the adversary's King's Pawn, because it hinders your Queen's Bishop from coming into play, and co-operating with the Pieces that begin the attack.

B. 12. If he takes your Knight with Queen's Bishop, he loses.

W. 24. Had you pushed Queen's Bishop's Pawn, you had lost the game; because the adversary, by pushing his Counter-pawn, would force your Queen's Pawn from its station, and then attack your Castle and Bishop with his Knight.

From the manner in which the two positions are balanced, it is evident that the game must eventually be drawn, unless some error be committed. This shows that a Gambit, equally well attacked and defended, will not be decisive;

ue, that he who gives the Pawn ..... he pleasure of uniformly attacking, and a prospect of winning, which would be realized, if the defence did not maintain the most undeviating good play for the first ten or twelve moves.

First Variation.

W. 4. This Pawn will, in recovering a Piece, join the other Pawns, and attain a post, from which it will cost a Piece to prevent his promotion, as he will be unassailable by an adverse Pawn: farther, the black has a Pawn more than the white. This example evinces, that to push the Castle's Pawn at the fourth move is not advisable.

Supplement to First Variation.

W. 8. At present he has the superiority of a Pawn; but it is a deduction from that advantage that the Pawn which should lead, being left behind, will remain useless till it reach your King's Bishop's fourth.

W. 9. Let him have played what Piece he would, you should play as you have, unless he had exposed some Piece.

B. 12. His Knight thus supported, you must forbear taking, as it would unite his Pawns in the centre, transferring his King's Bishop's Pawn to a post that would ensure him the game.

W. 14. That your King may sustain Knight's Pawn, in case the adversary take Queen's Bishop.

The white must form combination against King's Bishop's Pawn, to win it if he can; the black must manœuvre to force his opponent to take King's Knight, to unite his Pawns in the centre. This trial confirms the censure of the 4th move.

Sub-Variation.

W. 6. If your King's Bishop attack at Queen's Bishop's 4th, he plays Queen to King's 2nd, and distresses your position.

B. 6. It were bad play to take your Knight.

B. 7. Though he defends his Knight with the Queen, he might safely sustain him by pushing Queen's Pawn; in which case, you play King's Knight to Bishop's 2nd. Then the Queen must defend the Knight.

W. 8. To hinder him from pushing Queen's Pawn two squares.

B. 10. If instead, he play the Knight to King's Bishop's 4th, you attack his King's Bishop with Queen's Knight to force his removal; and if his Bishop takes Castle's Pawn, checking, you reprise with the Castle, to take Queen's Bishop's Pawn with Queen's Knight, checking.

The Gambit Pawn will, in time, be taken, as it cannot be sustained but by the Pieces.

Another Variation of first Variation.

W. 6. Had your Knight taken the exposed Pawn, he would have pushed King's Bishop's Pawn upon him, forcing him to retire to King's Bishop's 2nd; he then would take King's Pawn with Bishop's Pawn, securing the advantage of position.

In this situation, you exchange Queens, and afterwards take the Gambit Pawn. It is obvious that this way of playing the Gambit is neither of a very interesting nature, nor productive of the after-games, or numberless variations which spring from Salvio's Gambit.

Second Variation.

W. 10. *Greco* plays the King to his square, which is better, on account of the exchange of Queens which the black can now force.

B. 11. If Queen check at adverse King's 2nd, it will greatly protract the game, although white must win.

Second Gambit, page 160.

B. 3. The better course is King's Bishop's Pawn two squares, as in the first Variation.

B. 4. In the 2nd Variation, King's Bishop to Queen's Bishop's 4th. In the 3rd Variation, Queen's Pawn 1 square.

B. 5. This is the best of the three squares open to his Queen. Had he played her to your King's Knight's 4th, you might have taken his King's Bishop's Pawn checking; and whether he take or refuse the Bishop, have forced his Queen. Or, if he had carried her to his King's Castle's 3rd, you had attacked King's Bishop's Pawn with King's Knight, which had decided the game in your favour.

W. 7. It is essential in the King's Gambit to play this Pawn, that you may place your Queen at her Knight's 3rd, should the defence be unguarded; by so doing, you strengthen your position, and perplex the adversary, especially if he has played Queen's Bishop without attacking one of your Pieces. *See* the 5th and 6th Variation of 1st Gambit.

B. 12. It is a general rule always to unite your Pawns, and bring them into the centre. Here is an exception, for two reasons; if you take with the King, you gain a Pawn; secondly, the Queens having been exchanged, your King has nothing to fear, and, brought into play, may be as useful as any other Piece.

W. 14. Your King would not be safe on that square, if the adversary had a second Bishop running white; but as it is, your King sustains all your Pawns.

W. 17. You might play this Castle to King's square; but your Queen's Castle would be rendered almost useless: it is better to postpone the attack, and employ all your Pieces.

B. 17. He prepares to push Queen's Pawn to break your centre: you will prevent it by attacking.

B. 18. He endeavours to make an opening for his Castles.

W. 22. You had played wrong by exchanging with his Knight; because his Pawn, after taking your Bishop, would confine your Knight; it was necessary to play this first, in order to have no useless Piece.

B. 23. If he take your Knight, you reprise with the Pawn, and attack his King's Bishop's Pawn with Queen's Castle.

B. 24. If, instead, he had taken your Pawn, you would have won the game in a few moves, because he had lost his Queen's Bishop's Pawn. Had he taken your Knight with his, you had taken his Pawn, giving check by discovery.

B. 29. Were he to play his King instead of Queen's Castle, you check with King's Castle, and win his.

What has decided the game in favour of the white is, that the King having been in a situation to enter the field with safety, has been as instrumental to victory as the best of his Pieces.

Charles XII of Sweden was observed, very characteristically, to move the King more than any other Piece; but this conduct is seldom to be imitated, in consequence of the ruin which involves the whole community of Pieces, if the King meet with a disaster.

First Variation.

W. 4. I make the white Pawn to take that Pawn, to show that it must cause the loss of the Game; the best move in this puzzling situation, were, Queen to King's 2nd.

B. 5. He discovers an attack from the Queen on your King's Bishop.

Third Variation.

B. 7. Should he take your King's Knight, instead of withdrawing his Queen, take his Bishop with your Queen, and, afterwards, push King's Knight's Pawn a square.

Fifth Variation.

As the adversary cannot attack your Pieces, your business is, to bring your Knight to adverse King's Knight's 3rd. By dislodging his Castle, you can take the Castle's Pawn, and consequently win.

Third Gambit, page 179.

B. 2. This counter-move may be played to avoid the snares of the Gambit, when you receive the advantage of a Piece, but not otherwise.

W. 12. This were wrong had he not castled on this side, because, by pushing King's Castle's Pawn, he can force the Bishop to retire; but now you excite him to push the Pawns that cover his King, to prepare a breach for the attack.

W. 14. If he had not removed his Queen, to replace her with King's Bishop, this Knight would perplex his game.

B. 15. If, instead, he had taken Queen's Knight, you must have taken his Knight with your Queen, compelling him to derange his position, to prevent the threatened Check-mate.

B. 19. Had he withdrawn his Bishop, you had taken King's Knight's Pawn with the Knight which had given you the game.

B. 20. If, instead, he attack your Queen with his Bishop, you take his Bishop with King's Castle: this, by making an opening on his King, gives you an easier attack.

B. 21. Had he not removed his Queen, you had won, by taking his Bishop with your Castle.

B. 23. Had his Queen interposed, you had taken his Bishop, checking, and would have been left with two Pawns and a Bishop for the Castle, and in possession of the attack, which, improved, would have been sufficient to win: but as he has played his King, you cannot do better than draw the game, by giving perpetual check.

N. B. At the 4th move of the attack, *Greco* gives check with the black King's Bishop, which is compelled by Queen's Pawn to retire. Then the white Bishop gives check, and, whether the adverse King removes, or is covered, the white King's Castle is carried, next move, to the King's square, which decides the game.

The Cunningham Gambit, p. 194.

B. 7. If, instead, he play this Bishop to his King's 2nd square, you win the game, or gain a decisive advantage in a few moves.

B. 8. If he did not sacrifice his Bishop, you would certainly win; but losing that for three Pawns, he must conquer by the superiority of his Pawns, provided he does not inconsiderately push them, without disposing his Pieces for their support.

W. 11. By pushing this Pawn two squares, as in the 2nd Variation, you had given his Knight a free entry into your game, which would have lost you

the game still sooner than by the present course.

B. 11. This defensive step is needful for insuring him the game; because it hinders you from attacking his King's Knight with Queen's Bishop; afterwards to separate his Pawns, by sacrificing a Castle for one of his Knights, and this would have turned the game in your favour.

B. 14. To take off your Queen's Bishop, who would be troublesome to him were he to castle on the Queen's side. It may be stated, as a general rule, that when the strength of your game consists in advanced Pawns, it becomes proper to exchange either Bishops or Knights against the adverse Bishops. The Bishop can stop the progress of Pawns more effectually than any other Piece.

W. 15. Knowing no expedient way to keep your Bishop, you prepare the Queen to replace him: for if you had seated him at King's Bishop's 4th, to hinder a new enterprise of his Knight, he would have pushed King's Knight's Pawn upon the Bishop, and made you lose the game immediately.

B. 16. He offers to exchange Queens, to intercept the action of your's, and to place his Queen at her 3rd, if you refuse.

W. 17. If you did not exchange, your game would be still worse.

B. 25. If he had pushed it two squares, you had won his Queen's Pawn.

B. 28. Never resign the passage, nor suffer an opponent to double his Castle upon an opening; accordingly, rather than suffer this, he proposes to change Piece for Piece.

B. 31. In preparation to push King's Knight's Pawn upon your Knight, to dislodge him; but had he pushed the Knight's Pawn before playing this, your Knight, vaulting to King's Castle's 4th, had stopped the progress of all his Pawns.

B. 32. Had he given check with Castle's Pawn, he would have acted contrary to the instruction in first Game.

New Observation upon the Cunningham Gambit.

I have already shown, that the attack of that Gambit is far from being good, since the defence must win every way when tolerably well performed: three Pawns, when well conducted, cannot be less than equivalent to a Piece. But the sure way to win is, when the first check is given with the Bishop, to remove your King to his own Bishop's square, and not pushing the Pawn, as Cunningham showeth.

W. 5. Seating the King at his Bishop's square, makes it impossible for the adversary to preserve the Gambit Pawn, which it will be always in your power to take, and you acquire a constant attack upon him.

Queen's Gambit, page 212.

W. 3. If you push this Pawn but one square, as in the first Variation, the adversary can confine your Queen's Bishop during half the game.

B. 3. In the 2nd Variation, he sustains the Gambit Pawn, and loses the game. But if he had neither played as above, nor sustained the Gambit Pawn, you must have pushed King's Bishop's Pawn two squares, to have three Pawns in front.

W. 4. Had you taken his King's Pawn, you had lost the attack: exemplified in the 3rd Variation.

B. 4. If he had played any thing else, by pushing your King's Bishop's Pawn two squares, you would have procured for your Pieces entire liberty to act.

W. 7. In order to take off his King's Bishop, according to the direction in the first game. If you take the Gambit Pawn now, as in the 4th Variation, you lose.

B. 7. If, instead of taking your Knight, he play his Bishop to your Queen's fourth, you must attack him with King's Knight, and exchange next move.

B. 8. If he sustain the Gambit Pawn, as in the fifth Variation, he loses. If he exchange Pawns, your reprising Pawn is defended by position, for were his Knight to take it, he would lose the game by a check from your Queen.

W. 10. The sixth Variation turns on this critical move; if King's Bishop's Pawn take his other double Pawn, you lose the game.

W. 11. In reprising with the Pawn, you give your Castle an opening upon his King; and the Pawn excludes his Knight.

W. 39. If you had taken his undefended Pawn, you would have lost the game; because your King would have prevented your Castle from arriving at the promotion line, in time to stop the passage of his Knight's Pawn.

B. 47. If, instead of taking your Pawn, he had played Castle to his Knight's square, you had won the game immediately, by exchanging your Castle for his Pawn.

W. 48. If you had taken his Castle, you had lost the game.

First Variation.

Stamma, otherwise a very good player, who chiefly delights in the Queen's Gambit, teaches to push the King's Pawn, at the 3rd move of the white, only one square; the preceding game may convince him, that it is better to push it two: nevertheless, I will agree, that by pushing it only one square, you may deceive a bad player.

Second Variation.

B. 3. Whether the attack has pushed King's Pawn 1 square or two, it is a decisive error to support the Gambit Pawn.

B. 3. This counter play evinces, that it had been better to push King's Pawn two squares, because his Pawn hinders your King's and Queen's Pawns from uniting in the centre.

B. 5. and 6. Both these moves conduce to prevent your centre Pawns from standing a-breast.

B. 8. A preparation for pushing his King's Bishop's Pawn upon your King, in case of opportunity; which would separate your best Pawns.

W. 9. If, instead of taking with this Pawn, you had advanced it, the adversary would have attacked your King's Bishop with Queen's Knight, to compel you to give check; on which by playing his King to Bishop's second, he would gain a move, and a good situation.

W. 14. To hinder him from placing three Pawns a-breast.

GAMES WITHOUT SEEING THE BOARD.

First Match, page 287.

The following Account appeared in the London Newspapers the 9th May, 1783.

"Yesterday, at the Chess Club in St. James's Street, Mr. Philidor performed one of those wonderful exhibitions

for which he is so much celebrated. He played at the same time three different games, without seeing either of the tables. His opponents were Count Bruhl, Mr. Bowdler, and Mr. Maseres. To those who understand Chess, this exertion of Mr. Philidor's abilities must appear one of the greatest of which the human memory is susceptible. He goes through it with astonishing accuracy, and often corrects mistakes in those who have the board before them. Mr. Philidor sits with his back to the tables, and some gentleman present, who takes his part, informs him of the move of his antagonist, and then by his direction plays his Pieces."

In this triple party, Mr. Philidor gave the move to Count Bruhl, and to Mr. Bowdler; and the advantage of a Pawn and the move to Mr. Maseres; the moves of each party were played alternately.

Mr. Philidor defeated Count Bruhl in 1 hour and 20 minutes, and Mr. Maseres in 2 hours. Mr. Bowdler reduced his game to a drawn battle in an hour and three quarters.

Second Match, page 313,

Was played at the Chess Club the 10th May, 1788, against Count Bruhl, Mr. Nowell, and Mr. Leicester. Mr. Nowell and Mr. Leicester received the odds of the Pawn and the move, and Count Bruhl only the move.

Third Match, page 334.

"*Chess Club, Saturday, March* 13, 1790.

Mr. Philidor played three games at once; *two without seeing the boards, and the third looking over the table.* His opponents were the hon. H. S. Conway, Mr. Sheldon, and captain Smith. The game in which Mr. Philidor saw the Pieces, was against Mr. Conway; the move he gave to each of his adversaries.

Mr. Philidor was born at Dreux, near Paris, in 1726, *and died in London in August,* 1795.

THE END.

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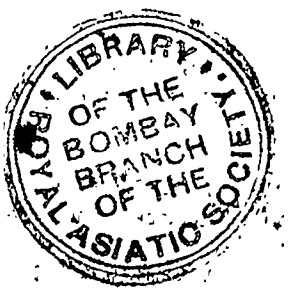
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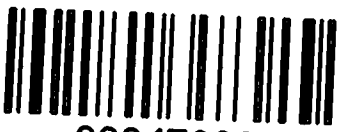
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